

ISSUE NO.
296
OCTOBER
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GTM

GAME TRADE MAGAZINE



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- DIVE DEEP INTO ADVENTURE WITH STEAMFORGED GAMES' *TALES OF THE VALIANT STARTER SET*!

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COVER STORY



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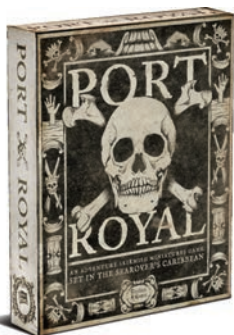
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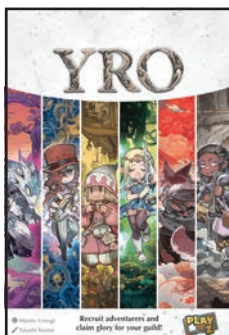
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<OMEGA_LEVEL_FUN_DETECTED>

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MAKE_YOUR_MULTIVERSE

Greetings Dear Readers!

Welcome to your October edition of *Game Trade Magazine*.

It's difficult to believe that the year is almost over! It seems like only yesterday we were welcoming April showers, show season was still ahead of us, and summer releases were just around the corner.

But alas! It's true — 2024 is almost over and with that, we look ahead to the holiday shopping season! That's right, soon it will be time to decide what to get those great gamers in your life, and we're here to do our part to help.

In this issue, we have a couple of great gift guides from fantastic contributors like Steve Jackson Games and Loke Battle Mats (two of my personal faves). There is also a great article for all you cat fans out there, as Curt Covert from Smirk & Dagger offers a closer look at *Boop the Halls* and the new Boop plush!

And, of course, there are numerous other new items to consider for the holidays as you thumb through this month's Games catalog of new products and accessories.

Speaking of games and accessories, be sure to check out the *Tales of the Valiant Starter Set* in this issue from Steamforged Games. This exciting new product, built in collaboration with the wonderful folk at Kobold Press, will help bring the fantastic world of *Tales of the Valiant* to your tabletop with exclusive content, minis, and more!

And if you're interested in checking out exclusive minis, then be sure to take a gander at the upcoming expansion for *Marvel HeroClix* from the team at WizKids — the *Collector's Trove*!

That's right! WizKids is sneaking into the vaunted vault of valuables aboard the Collector's own ship to bring incredible items like the mystical hammer Stormbreaker, as well as newly updated versions of fan-favorite cosmic heroes, the Guardians of the Galaxy, to your tabletop!

In this issue, we also take a closer look at *Unstoppable* from Renegade Game Studios, *YRO* from Play to Z, and many more exciting new games to consider for your next get together.

"But J," you may ask, "it's the October issue, what about Halloween?"

Never fear, dear readers, (or perhaps, fear a little) we have you covered with the latest release from Ravensburger in their *Horried* line — *World of Monsters*!

In this latest chapter of the *Horried* saga, you and your fellow players will team up to solve riddles and challenges in order to defeat such creatures as the Sphinx, Yeti, Jiangshi, and dreaded Deep Old One, itself, mighty Cthulhu!

Of course, if you prefer your horrors a little on the cute side, then look no further than the *Magic the Gathering Plush Charms* from WizKids. These mini-monsters will latch on to you — but in an adorable way.

Halloween is one of my favorite holidays, as I am sure it is for many of you, dear readers. And there is no shortage of great games out there to enjoy, whether you prefer a quick scare, like *This Game is Killer* (as reviewed by our very own Brian Herman in this issue) or something a bit more involved, like an alien invasion, as with this month's *HALO Flashpoint* Giveaway from the great team at Mantic Games.

There's something for everyone in this issue, whether you're looking at Halloween or beyond. All treats, no tricks.

Happy Halloween everybody!

Game on,
JG



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GTM

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RGS02721 \$30 MSRP

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WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for release within a two- to three- month window from the publication date. While there will be the occasional exception, if you find something you want in our JANUARY issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or May.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's first issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood Game Trade Magazine...

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the GTM Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in GTM and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the GTM Bullpen as especially worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.

DESIGNER DIARY

DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

COVER STORY

PREVIEW

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next **HOT** item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!

FEATURE

EXCLUSIVE

EXCLUSIVES: While virtually **ALL** of the content you'll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, GTM Exclusives are a not-to-be-missed monthly resource!

SPOTLIGHT

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your GTM will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON

MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 491486.....\$34.95

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UPI 15527.....\$14.95

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UPI 15526.....\$14.95

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UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON

CODED CHRONICLES: THE ENIGMA - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 08010720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color busts of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO 01113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.
USO 04010595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO 00201010.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 0006712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.
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WIZARDS OF THE COAST

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MAGIC THE GATHERING CCG: CORE 2021
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BUNDLE WOC C7507000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster released The Thing, the Human Torch, the Invisible Woman and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM

MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

SUPER-SKILL PINBALL: 4-CARD
Super-Skill Pinball 4-Card brings the arcade classic to the tabletop with art, atmosphere, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching backgrounds for something new and a shared pair of dice and get the pinball rolling! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAMES SECTION LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

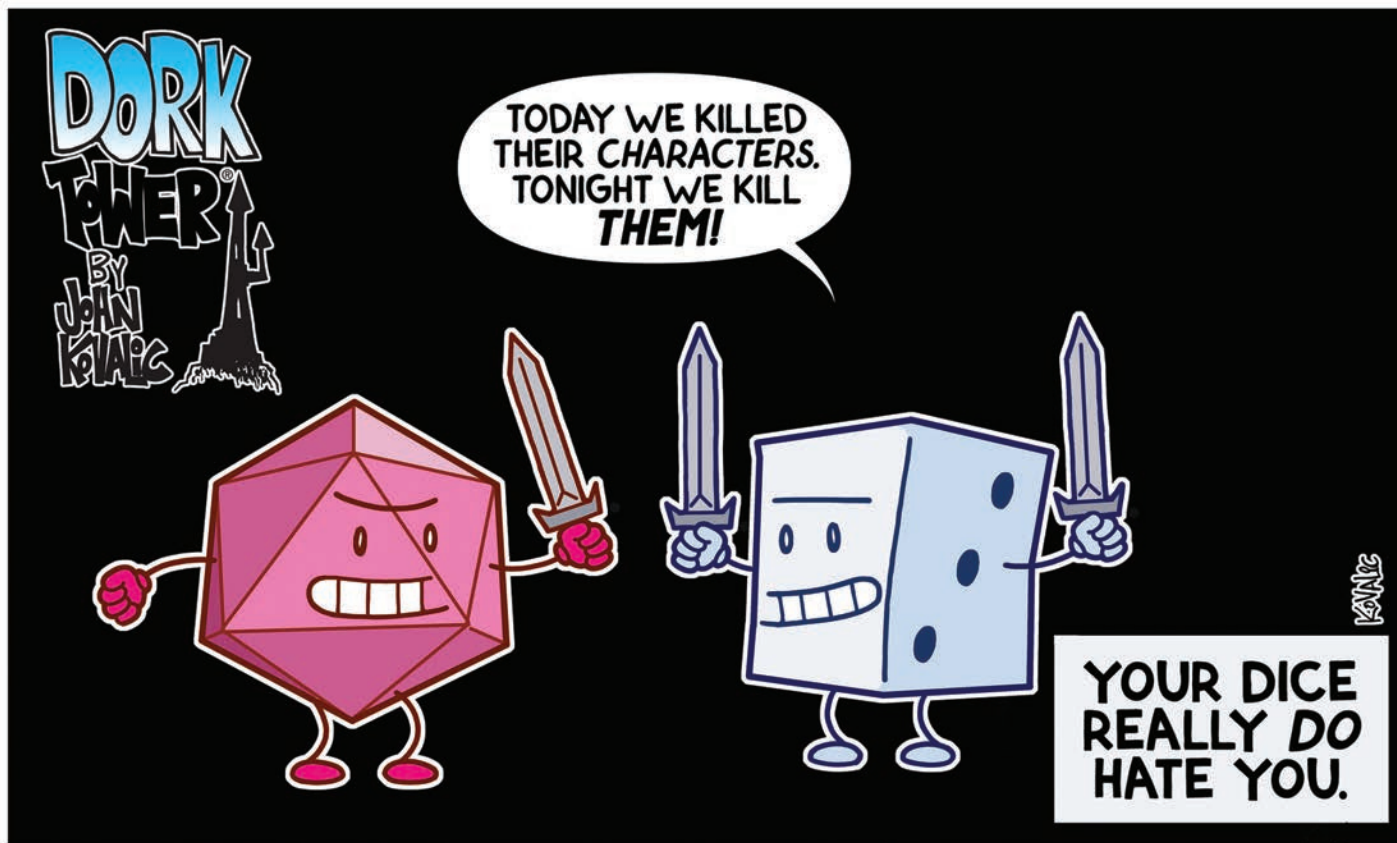
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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RVN 60001974..... \$29.99 | Available Now!

As a horror movie buff and a board game aficionado, the intersection of the two always catches my interest. In 2019, I played *Horried* for the first time, and it featured some of my favorite Universal Monsters like *The Bride of Frankenstein*, *Dracula*, and *Creature from the Black Lagoon*. Players take on classic horror-movie roles like the Archaeologist, the Scientist, and more as they work to defend the remote village from the monsters. I remember the experience around my table was undeniable – this game is going to be a mainstay at game nights all around the world.

Next came *Horried: American Monsters*. Released in 2021, now players faced off against American cryptids like Bigfoot, Mothman, Chupacabra, and the Jersey Devil. Drawn to the town of Cross Creek by some mysterious force, these monsters wreak havoc as the Federal Bureau of Paranormal Investigation (and others) attempts to turn the tide and keep the townspeople safe.

Then, in 2023, the world of *Horried* travelled back in time 3000 years to the age of mythology. In *Horried: Greek Monsters*, players must confront such iconic foes as Medusa, Cerberus, the Minotaur, and the Chimera! That's not all; unlike previous offerings, in *Greek Monsters*, some of the creatures' lairs must be discovered and do not have a set placement on the board. This additional challenge makes this *Horried* offering even more harrowing on the tabletop!

Now, 5 years after the original *Horried* release, we have *Horried: World of Monsters*. Set in a new, mysterious arcane-punk world centered around the Void, this chilling co-operative game has players working together as a member of the Stewards of the Shrouded Void or the SSV for short. "Working towards what?" you may ask; to defeat the 4 brand new monsters that has slipped into this realm: the Sphinx, the Yeti, the Jiangshi, and even Cthulhu.

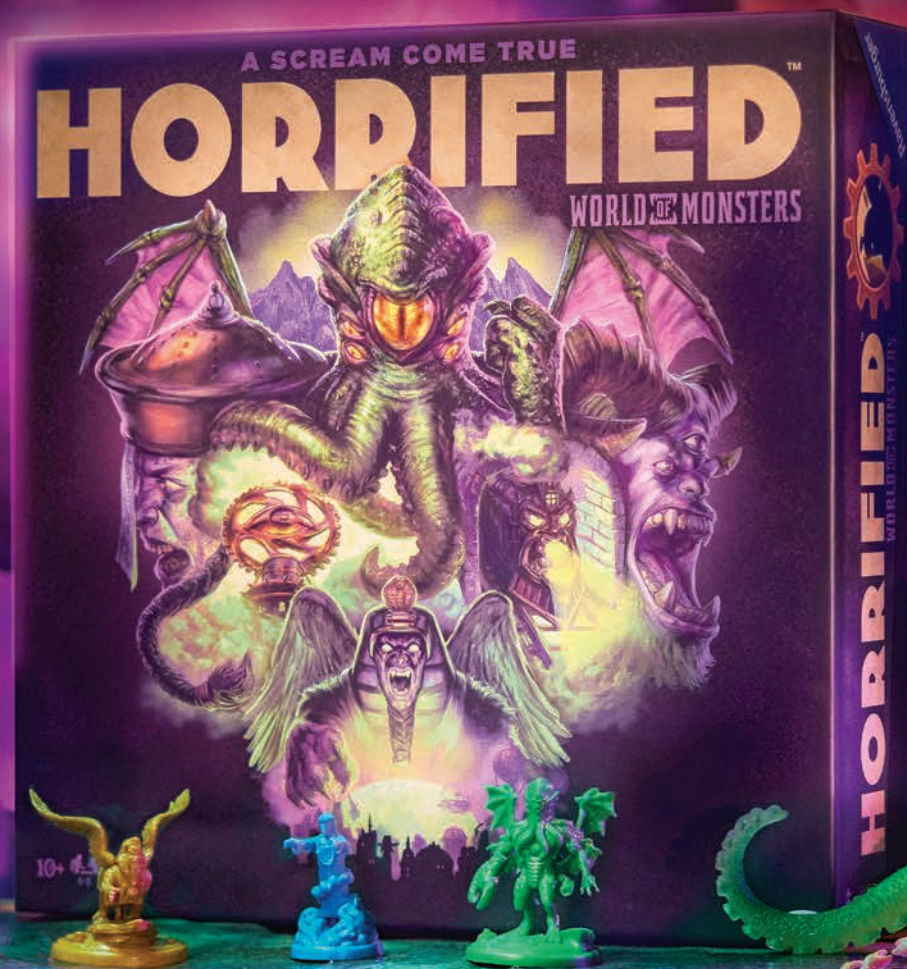
As with the other *Horried* games, each of these monsters have their own puzzles and objectives to try and resolve all while balancing out the well-being of the Citizens and the ever-looming dreaded Terror Level Track. Let's take a quick look at the 4 monsters the SSV will be dealing with:

SPHINX

Outwit the Sphinx or be eaten: Solve this number riddle by lining up items to equal the sum listed on both the columns and rows.

YETI

Keep calm and cool or feel the rage: Find the Yeti's cave and bring the Yeti's children there before you get frozen in fear in this pick up and deliver mini-game. Finding the Yeti's Lair should be priority number 1 with this monster!



JIANGSHI

Slasher under the moonlight: Construct a sword made of Chinese coins in a spatial puzzle to defeat the corpse. strength of the item you discard matches the coin token you'll receive to construct the sword; you're also able to remove it with the same strength token, but try to have some foresight so this doesn't happen!

CTHULHU

From the Void to R'lyeh: In the first multiphase puzzle introduced in Horrified, you must decipher the ruince carvings to open the portal to the Void before the daring feat of binding the tentacles of Cthulhu and unite to lock it in its vault... (for now...).

These horrifying new monsters come with chilling new puzzles, but worry not, there five new heroes that have special actions which will lend themselves into working towards sending these monsters back where they came from. Here's a closer look at two of them:

THE PARAPSYCHOLOGIST:

4 actions – the Parapsychologist is another great support character, with the special action of distributing any items they have to other players. A good tactic for this character is to go around the board collecting as many items as possible to distribute to the other heroes.



THE INVESTIGATOR:

4 actions – The Investigator is good at getting specific items for those puzzles that require unique colors or numbers you're looking for; the power allows the player to discard two items to pick one item from the discard pile and keep it. The Investigator and Parapsychologist is a great duo to have in a game!

For both new and veteran Horrified fans, it is well known that the gameplay is highly thematic, and the art and story provide an expansive narrative experience. I had to reach out to Lysa Penrose, Head of New Games Marketing at Ravensburger, as well as one of the narrative designers on Horrified: World of Monsters, to give us a few threads that tie the Horrified games together and easter eggs you can find in World of Monsters while you're discovering this dreadful steampunk dreamscape. Lysa, take it away!



Building a unique setting for *World of Monsters* and filling it with a whole slew of weird characters was truly a scream come true. Art Director Sam Dawson, Developer Mike Mulvihill, and I collaborated and hid refer ences to other Horrified games, favorite horror media, and links and relationships between characters who watch over the Void. To name a few...



All the narrative text from the game is written from the perspective of Howard T. Owlman, historian, raconteur, and a Citizen you can save in the game.

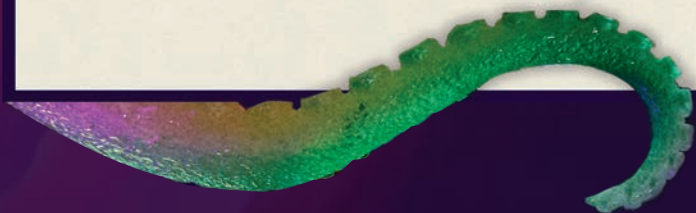
There is a floofy friend hidden amidst the green Arcane Items... How did Stanley the cat get in there?

Citizen Mari from Horrified: American Monsters makes a cameo appearance. The small-town soda jerk now works the Roaming Wolf bar, which has a Cross Creek drink on the menu as an ode to their former home.

You might recognize the Investigator Hero from Horrified: Universal Monsters, where she was the Inspector. She's been through some (paranormal) stuff and is quite the expert now.

James and Betty, the conductors of the Night Train, are inspired by a certain 1930's cartoon. The "maudlin tunes" they sing is a reference to the St. James Infirmary Blues.

Mary's Mill is inspired by the iconic windmill in Frankenstein (1931), and named after the classic novel's author, Mary Shelley.



Danny Quach (he/him) is the North American Games Marketing Manager for Ravensburger during the day, and the internet's emotional support himbo by night. He's the author of *Digital Thiccness*, a newsletter dedicated to making information about marketing, social media trends, and community building as accessible as possible, sprinkled with personal musings of pop culture and other projects from a queer lens. When he's not writing or collaborating on TTRPG projects, Danny can be found lifting heavy things, eating tasty things, watching scary movies, and listening to 2000's emo/screamo music.



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COLLECTOR'S TROVE

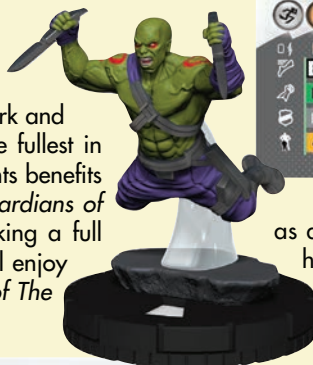
WIZKIDS

MARVEL HEROCLIX: COLLECTOR'S TROVE BOOSTER BRICK (12)
WZK 85004 \$203.88 | Available November 2024!

Dive into Marvel Comics' Cosmology with *Marvel HeroClix: Collector's Trove*! Jam-packed with equipment, fan-favorite characters, and all new One-Shot Cards, this set has something for everyone! The Collector's Collection is famous for having a trove of treasure, and this set is no different with iconic equipment from The Marvel Universe like Stormbreaker, The Cosmic Cube, and The Bloodstone! A stash this valuable is bound to attract unwanted attention though, and burglars like Gambit and The Thieves Guild are here for a try at the score of the century!

THE GUARDIANS OF THE GALAXY

The *Guardians of The Galaxy* are back in full force! Teamwork makes the dream work and The Guardians exemplify that mantra to the fullest in this set. Each of them has an effect that grants benefits when other friendly characters with *The Guardians of The Galaxy* keyword are on the map, making a full team of them devastating! Many players will enjoy adding these characters to *The Guardians of The Galaxy* teams already in their collection.



ROCKET™ 005
GUARDIANS OF THE GALAXY, ANIMAL, MARKSMAN, POLICE, RULER

★ STAR-SHERIFF
Friendly characters with the Guardians of the Galaxy keyword have . If three or more friendly characters have the Guardians of the Galaxy keyword, when they use they can use .

🛡️ GUARDIANS
This character's combat values can't be modified by opposing characters' effects.

5	1	2	3	4	5	6	7
7	6	8	6	6	6	6	KO
11	10	11	10	10	10	10	KO
18	17	18	17	17	17	17	KO
3	2	3	2	2	2	2	KO

60
35

👮 POLICE
When an adjacent friendly character makes a range attack, modify the target's defense -1 if the target is within line of fire of this character.

🚶 SIDESTEP
🔫 RUNNING SHOT
🛑 INCAPACITATE
🎯 PRECISION STRIKE
🔥 TOUGHNESS
💪 WILLPOWER
👑 LEADERSHIP
🌟 ENHANCEMENT

REAL NAME: ROCKET RACCOON
APPEARANCE: GUARDIANS OF THE GALAXY #4 (2023)
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Rocket, for example, gives all friendly characters with *The Guardians of The Galaxy* keyword the Police Team Ability, making their ranged attacks more effective! Furthermore, if there are 3 or more characters on the map with the keyword, they can also use Improved Targeting: Characters while using it, making it much easier to set up attacks. On top of that, Rocket has access to Sidestep, Flight and Leadership, making him the perfect piece for keeping *The Guardians of The Galaxy* in position and in the fray!

GROOT™ 025
GUARDIANS OF THE GALAXY, BRUTE, COSMIC, MONSTER

🌳 SPLITTERED
When Groot would be **ko'd**, you may instead replace him with a #004 Baby Groot on click #3. Then, if three or more friendly characters have the Guardians of the Galaxy keyword, heal that Baby Groot 2 clicks (if Baby Groot is **ko'd**, your opponent scores Groot's point value). Protected: Pulse Wave.

1	2	3	4	5	6	7	8	9
8	8	6	6	8	6	6	6	KO
11	10	11	10	10	10	10	10	KO
18	17	17	17	18	17	17	17	KO
4	3	3	3	3	3	3	3	KO

70

For a more offensive example, we have **Groot**. He serves as a strong close combat fighter, being able to dish out massive hits with his starting damage value of 4 and Super Strength. When he is on a team with at least 3 *Guardians of The Galaxy* members though, he gains access to a devastating full move charge! This pairs nicely with his Giant Size and Improved Movement: Destroy Blocking, allowing him to open up avenues of attack for the rest of his team with great efficiency. When the battle wears on and Groot would normally get Knocked Out he has one final trick, splintering off *Baby Groot* to continue the fight!

SPLIT-DIALS

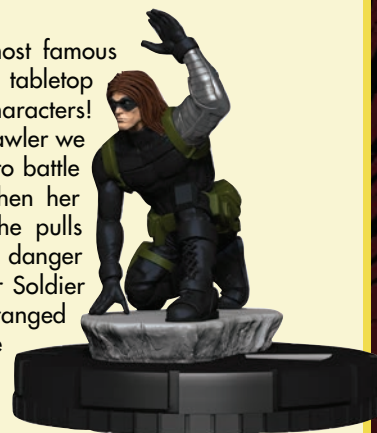
Watch as some of comics' most famous stories unfold on the *HeroClix* tabletop with flavorful takes on split-dial characters! Nebula starts out as the angry brawler we saw her as early on, charging into battle to deliver devastating blows. When her team needs her most though, she pulls helping friendly characters out of danger with *Defend and Support*. Winter Soldier begins the game as a decent ranged attacker, but once his code phrase is spoken, he transforms into a cold, driven weapon ready to strike fear into your opponent's heart! These iconic moments and more are reflected in *Collector's Trove*! One such story beat is the iconic moment of Hydra Agents infiltrating S.H.I.E.L.D. What story will happen on YOUR team?

🗨️ I AM GROOT!!!
Charge, but don't halve speed if three or more friendly characters have the Guardians of the Galaxy keyword.

🛡️ GUARDIANS
This character's combat values can't be modified by opposing characters' effects.

🚶 SIDESTEP
💪 SUPER STRENGTH
🌊 QUAKE
🛡️ INVULNERABILITY
🔥 TOUGHNESS
🔥 BATTLE FURY

REAL NAME: GROOT
APPEARANCE: GUARDIANS OF THE GALAXY #3 (2023)
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ALTAY

— DAWN OF CIVILIZATION —

ALTAY: DAWN OF CIVILIZATION

AGS ARTG004..... \$44.90 | Available November 2024!

The development history of *Altay – Dawn of Civilization* is a long one to retell. When I first played its original prototype, simply titled “Dawn of Civilization” (the world of Altay was yet to come), I was immediately fascinated by the elegant combination of deckbuilding, tableau building with a civilization theme designed by Ole Steiness. In *Dawn of Civilization*, players started with the same initial deck and a slightly asymmetric player “city board” to develop. Each board featured multiple “buildings,” each providing different bonuses. Your civilization progressed in strength and technology through deckbuilding and spending resources to activate the buildings on your board.

Even in this early version, the game was captivating, deeply engrossed players in the progress of their civilizations – perhaps too deeply. Once you drew a new hand of cards, it was natural to start planning your next turn without much regard for the other players’ intentions. We thought that this strong game engine could shine even more with added interactivity.

In a meeting with Paolo Mori, we discussed various prototypes Ares was working on at the time, including *Dawn of Civilization*. We explored ways Paolo might help advance these projects in our development pipeline. Paolo immediately began proposing new ideas for the game – exciting but revolutionary changes. He argued that what the game needed was a common board, a physical space for players to interact, in addition to the individual player boards. We were soon convinced, and Paolo started developing the idea. The game board was added as the focal point of player expansion. Player progress was now visible in their expansion across different territories on the board, rather than being tracked abstractly. Simultaneously,

the player boards were replaced with a “tech tree” of possible civilization advancements.

Adding a board allowed us to create new card effects that interacted with this physical space. Different territories could produce different resources, synergizing with cards. Other cards allowed players to build settlements, while military cards enabled expansion or defense on the board. In many ways, it became a different game from the original version—it retained the strengths that initially drew us in but was now much more interactive with greater expansion potential, thanks to its unique blend of deckbuilding and kingdom building.

The next development step focused on the tech tree. Initially, each “node” on the tree was a separate achievement unlocking a specific player bonus. However, we realized we could replace this fixed tree with a more flexible approach, allowing players to gain new technologies for their faction. Each technological or cultural achievement could be represented by a card, aligning with the game’s card-based nature. Instead of forcing development along fixed paths, players could add new technologies in a more free-form yet logical sequence, divided into three levels of increasing difficulty and power.

From a gameplay perspective, *Altay – Dawn of Civilization* had now taken its final shape – apart from hundreds of hours of playtesting! However, another crucial aspect, its setting, was still under development. We fell in love with the art of Paulina Hannuniemi after seeing her work on a role-playing game project, and we were eager to collaborate with her. The fantasy setting of *Altay*, with its mythical and almost dream-like qualities, was designed to complement her art. We envisioned a far-off land inhabited by unique peoples who lived there before humans, each with distinct qualities (the initial asymmetrical starting decks). These peoples would face challenges from newcomers bringing different crafts and trades. While there were things to learn from the newcomers, the “old ways” were precious too. Finding a balance between the old and new was key to the future of your people. This setting further inspired additional game developments as cards and decks were tweaked and redesigned to convey the differences between the Earthfolk, Elvenfolk, Firefolk, and Smallfolk – and between them and the newcomers.

Altay – Dawn of Civilization, like the civilizations it portrays, took many twists and turns to become what it is today. We can only hope you love it as much as we do!

...

Roberto Di Meglio is the designer of *War of the Ring*, as well as director of production and lead developer at Ares Games.





SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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MUSIC TO MY EARS!



HIFI

SND 1020..... \$39.99 | Available Now!

Walking the convention halls this year, it was hard not to notice a sudden uptick in boardgames with a music/rock & roll theme. Not surprisingly, music has traditionally been a very tough genre to bring to the table and often, the games center around music culture or chronicle what it is to be a musician — as this year's *Rock Hard 1977* does so well. But a game that tries to tackle the music itself? That's a tall order.

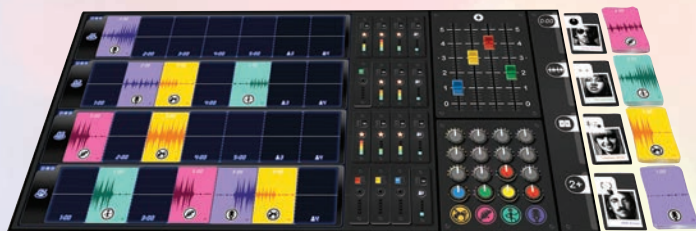
Enter *HIFI*, a pattern-matching, music composition strategy game for 2-4 players, from Smirk & Dagger and Grok Games. The slipcover, a glossy black vinyl album sitting on a white field, leaps off the shelf, stopping traffic with its iconic look. You are instantly placed in mind of flipping through record bins and vinyl imports. And the game's thematic appeal doesn't end there.

The concept behind *HIFI* is this: In 1974, the hottest name in rock & roll was The Meeples. Coming off their wildly successful album "Settlers of Carcassonne," they were working on a new concept album, "HIFI," when creative differences split the group, leaving the album unfinished. Only the 'A' side was ever released to the public... until now. 50 years later, The Meeples are back together and YOU are the producers of the unfinished 'B' side of this legendary album. (What an amazing backstory for a game!!)



Naturally, tasked with equaling or exceeding what came before, the original 'A' side is thematically present in the studio for the producers to reference — and is literally a part of the game. The box is inset with a multi-layer board to become an almost full-size record player at the center of play, with classic wood-finish cabinet, audio output jacks, and self-contained speakers printed inside the lid. The cardboard stylus and turntable drop on top of the game's insert to complete the illusion. But importantly, this is more than just eye-candy, it is a functional part of the game. The turntable is meant to be rotated as the action selector for your turn.

The main part of your turn is laying down the tracks in the studio. The game boards do an amazing job of simulating a studio mixing board, the focal point being the four music tracks that run the width of the board. For simplicity's sake, these are not four tracks of a single song, but represent four songs — and the audio cards you place onto the tracks are featured artists (drums, bass, guitar and vocals) in that portion of the song.



As one of four producers of this album, you have very specific ideas about how you want these songs to sound. Your creative direction is represented by your Mixing Objective cards. The cards show a sequence of 4 audio cards you will try to line up, in that order, during the Production phase of your turn. The more cards of the sequence you can achieve, the higher the points, so all four cards will net you a full 7 points, whereas three of the sequence scores you 4 points (and 2 cards scores 2pts). So, in this example, you want a track that leads in with a dramatic flourish of Drums, then a Bass riff solo to set the groove before vocals pop in.

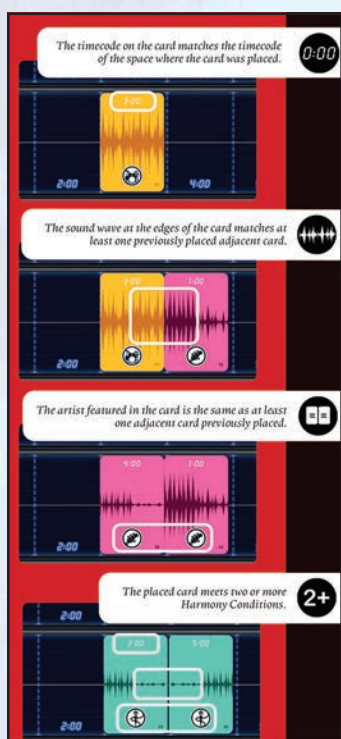


Remember though, you are four producers working on a single album. So, if you decide not to cash in early and wait for the big points, you run the risk of another player inadvertently "re-mixing" the tracks, swapping cards on the board for their own goals. The tension of that tactical decision threads through the game and you will necessarily need to react on the fly should it occur.



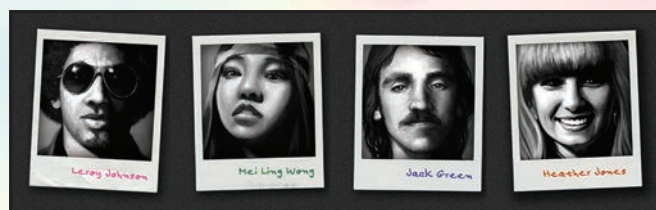
The playing of a single audio card on your turn sets off a chain reaction of scoring and bonus opportunities — and maximizing those benefits are the heart of the game. You gain up to 3 points for placing the card on a given track — and as players complete objectives, those scoring opportunities are slowly covered up one by one. Next, check the Equalizer Knobs for the artist you played. If you played a Bass card and there are three

Equalizer Knobs on that artist, you get a point for each (with passive points going to each player who placed on of their own color knobs on that artist as well). PLUS — if you have completed an Objective, now is the time to score the points for it.



Now – look for well-planned Harmony bonuses you may have earned. Each audio card has a wave form for the recording's amplitude, low, mid and high frequency. If you match the amplitude of an adjacent card, you qualify for 2 Victory points. Or match the Audio card to the proper timecode slot on the track, and you gain an EQ knob of your color on the board. Put two cards of the same artist side by side and you have created a "solo," which moves your Production Slider up (and can be spent for bonus actions). Or accomplish two or more of these things and you can make a Quick Edit, swapping a card from your hand onto the board.

Each play of a card is so loaded with opportunities. After your first two games, you may like to try the advanced rules, with even more variety in Harmony bonuses and bonus actions you can take.



Potting up your Production sliders, editing the waveforms of music in the tracks, adding EQ, all of these are so nicely woven into the thematic framework of being in a recording studio, that it brings a smile to every audiophile's face. Is it abstracted? Yes. Is it still a 'point salad' game of optimizing your every turn? Of course — but it would be hard to get closer to the experience of being in a recording studio without the audio cards actually playing music. That is the charm of this game; the interweaving of the game mechanics with the conceptual world that this game so ambitiously sets up. Everything from the 'XLR cable' score board to the *Rolling Stone Magazine* execution of The Ruling Book, (complete with a two-page interview with the band) has been so richly imagined. The production value is incredible and, for a game about recording music, it really strikes a chord and delivers beautifully. So, give the game a spin and see for yourself.

...

Curt Covert is the owner/founder of Smirk & Dagger Games. Since 2003, Smirk & Dagger has been creating breakthrough games that dazzle at the table and deliver memorable, immersive experiences.



PORT ROYAL

AN ADVENTURE SKIRMISH MINIATURE GAME SET IN THE SEAROVER'S CARIBBEAN

By ALEC AGUILA

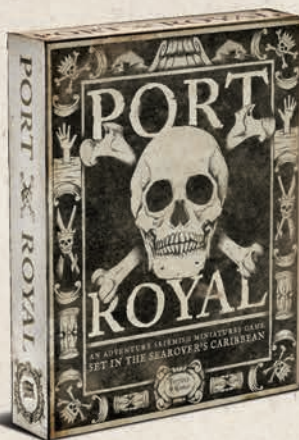
FIRELOCK GAME's latest project brings in their trademark historical pirating elements paired with new gameplay settings and mechanics.

PORT ROYAL is a campaign based, tactical, small-scale warband-sized skirmish wargame that is easy and fast to both learn and play. The game is loosely based off of the historical event following the 1692 earthquake that struck Jamaica, mythologizing it with bands of pirates, privateers, Native Americans, African maroons, and local government forces that the players can take control of.

Players of Firelock Game's **BLOOD & PLUNDER** will find familiar targets: Players will aim to take as much loot and experience points they can in games to build up their pirating infamy. Games are run as campaigns where each play session connects to the last! The characters the players create live it out their daring adventures on the tabletop coming out as hardened adventurers – or dead. The band of characters that make up the player group will encounter lethal dangers on their journey: Falling buildings, wild animals, desperate civilians, and opposing companies can bring a quick end to members of your company.

PORT ROYAL is compatible with previous games made by FIRELOCK GAMES. Players can re-use their miniature models, terrain, and other set pieces from **BLOOD & PLUNDER** with ease. For prospective players who may be thinking of **PORT ROYAL** to be their gateway into the Firelock universe, fret not, as everything needed to play the game is included with the box set.

The massive box set comes packed with all the essentials needed to run a campaign for **PORT ROYAL**. This includes:

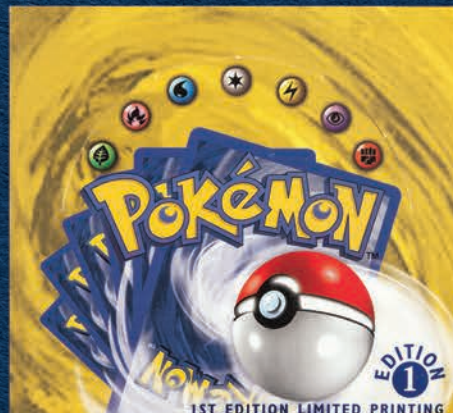


- » The rulebook
- » 6 D10 dice
- » 12 unassembled sailor miniatures
- » Other characters and miniature accessories
- » Punchboard tokens
- » Rulers
- » Punchboard terrain
- » And a Terrain mat!

PORT ROYAL is currently slated to release in **Q4 2024** after having the kickstarter fully funded! Fans of Firelock Game's other projects will find the same dynamic, gripping tabletop gameplay in an all new campaign format that will draw in players of all types and is sure to be a hit in tabletop groups everywhere.

COREBOX	PR 0001	850005534686
RULEBOOK	PR 0002	979-8-9873794-3-1
PLAYER AID CARD DECK	PR 0003	850005534693
TERRAIN SET	PR 0004	850005534709

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THE SEASON APPROACHES WHEN GAMERS ARE LOOKING FOR GIFTS!



CALENDAR OF MANY ADVENTURES 2025

LBM 048 \$16.99 | Available Q4 2024!

DUNGEON GIFT WRAP

LBM 052 \$12.99 | Available Q4 2024!

RPG GREETING CARDS (12 PACK)

LBM 053 \$11.99 | Available Q4 2024!

The RPG sector has seen some interesting new opportunities arising as a result of the huge surge in popularity of recent years. There is an appetite out there for products which go beyond miniatures, rule books and dice, particularly now the gifting season is almost upon us!

With in person gaming groups in search of relevant gifts, both for their GM and each other, there is a shared interest to use as a great start for gift giving around the holidays.

With this in mind here at Loke we have been enjoying the chance to put our thinking caps on and have some fun developing some exciting new products. What we like to do is make useful, affordable and novel products, and when it comes to the RPG sector there certainly is a demand for novel products.

And what we find exciting is adding extra value to the gift product, either through novel usage ideas (such as using gift wrap as a battle map) and/or with extra content (such as the 12 PDF ready to play adventures that come with our calendar).

And so with this in mind we want to make sure that this year you can really give the gift of adventure!

Our *Calendar of Many Adventures*, launched in 2024 and back for 2025, is the only wall calendar you can use as a battle map! The 12 maps are battle map scale, and the calendar lays flat so it can be used on table with miniatures. And of course it is a fully functional wall calendar as well!

Designed to look rather beautiful as it hangs on the gaming room walls, it will inspire adventure ideas and get the lucky owner excited about game night. And it comes with 12 PDF adventures to download and play on the maps. So that's the game night prep covered too!

And there's more for 2025! In order to make every gift the gift that keeps on giving, we have designed our *Dungeon Gift Wrap*!

Featuring a stunning dungeon design on one side, and a handy 1" grid on the other, these huge sheets of premium gift wrap will add something special! The map is battle map scale and fully playable with miniatures as the gift wrap lays flat on table, and the pack includes gift tags which (via a QR code) allow the recipient to download a digital copy of the map to use online or print at home.

And completing our trio of gifting releases is our pack of *RPG Greeting cards*.

A handy pack of 12 cards, 2 designs, feature a beautiful dragon on its hoard and an enticing pile of dice, mean that there is now a relevant, affordable option for gaming groups easily available. Includes 12 envelopes.

...





Gyld Healing Potions

AVAILABLE FALL 2024

GYLD HEALING POTION DICE include the correct number of d4s for each potion of healing with a “bonus” d4 that reads the appropriate bonus in every corner. Just roll the contents of a vial, add up all the numbers, and the +2, +4, +8, +20 bonus will be included. Standard, Greater, Superior and Supreme are colored with increasing saturation so that if you get ‘em mixed about they’re easy to sort. Each potion comes in a vial, and they all pack neatly into a faux-suede carrying case for easy transport and deployment to any table.



Box Includes:

28 Four-Sided Dice
4 Glass Vials
1 Faux-Suede Case

Potion of Healing

- 2d4
- 2-Die
- Small Vial

Potion of Greater Healing

- 4d4
- 4-Die
- Small Vial

Potion of Superior Healing

- 8d4
- 8-Die
- Large Vial

Potion of Supreme Healing

- 10d4
- 20-Die
- Large Vial

YRO

YRO

PTZ 73407 \$35.00 | Available October 2024!



*The Sunrise Islands, land of small but fierce half-animal creatures;
The Wooden Conclave, that gathers the magical dwellers of the forest;
The Wandering Market, of which you can never know their next location;*

*The Mining Company, where inventors dig restlessly for new treasures;
The Floating City, where Magic and Technology find balance;
The Order of the Dragon Knights, that for eons has protected the land of YRO.*

These are the factions found in the land of YRO, and from these factions you will recruit the adventurers for your guild and challenge others for Quests and Glory!

YRO is a 1-5 player game that reimagines the Japanese game, Magnolia: it contains all new artwork, adds solo play, and offers public objectives called Quests. The components, too, have been upgraded: you'll find dual-layered player boards and a dual-layered shared board, plus wooden markers to keep track of power, VP, magic, and technology on these boards.

Each game is typically 20 minutes long. It's fast because all the phases are performed simultaneously and are quick to calculate. There are 6 different phases and these phases are:

Draw: Up to your hand size of 5 cards. You may discard before drawing.

Recruit: 0, 1 or 2 adventurers by paying their cost. If you choose not to recruit in this phase, you gain 2 money. If you recruit 1 adventurer, you gain 1 money (or can reduce the cost of an adventurer by 1). Or you can recruit 2 adventurers for their full combined cost.

Adventurers are placed in a personal tableau that is defined by a 3x3 grid. Placement matters as only certain located adventurers add to your combat value. Also, by lining up a full row or full column of adventurers with the same faction or profession, you can gain a one-time bonus.

After recruiting, you may activate one-time powers on adventurers that have a <chevron> icon.

Combat: Compare the combat value of each adventurer at the top of each vertical column in your tableau. Track this on the shared board. Some adventurers can add to their combat value based on your magic or technology level. VPs are earned for your strength, which differs depending on the number of players. Some adventurers can give you a

VP bonus if you gain VPs during combat. VPs are also tracked on the shared board.

Production: Gain points in magic and technology. When certain points are reached, a new level is attained. There are adventurers that use these levels to enhance their combat value or other abilities. For example, the Elven Sword Mage adds +2 Power per Magic level.

Income: You always gain at least 3 money. Some adventurers give you extra money like the Dwarf Miner. Money is used to recruit adventurers, which are needed to continue building your engine. At the end of the game, money also converts to VP at a rate of 3:1.

Victory Point: Some adventurers give you straight up victory points. Some give you a specific value; some give you a variable value based on your magic or technology levels. For example, the Clock Mage gives you VP equal to your Magic level AND your Technology level (this adventurer happens to have two abilities, and both activate during the Victory Point phase).



The game ends when someone fills their tableau with 9 cards or reaches at least 40 points. The player with the most VPs win. If no one has won at the end of a turn, continue a new turn with all 6 phases being performed.

Quests are an optional addition to the game. You reveal 3 randomly for a game. These public objectives reflect actions you'll be doing throughout the game, though they specificity for a particular goal. For example, some quests include being the first to reach a certain magic or technology level, or first to have 15+ combat value or the first to have 5 or more adventurers that cost 3 or less. There are 8 quests that come with the game so these offer a different experience each time.

YRO has a lot to recommend itself: fast play, charming artwork, and an easy teach. It should appeal to players who like engine building and a clearly defined arc of strength and ability as more cards are placed in their tableau.

YRO packs a lot of game into a nicely priced package of \$35. It should hit retail mid to late October.



Zev Shlasinger is president of Play to Z, a new company founded by industry veterans. Zev founded Z-Man Games and became the director of board games at Wizkids. He has published nearly 400 games. Other Play to Z members include Stephen Buonocore, Scott Brady, Timm Meivier and several other designers and content creators.



PATHFINDER ADVENTURE PATH: TRIUMPH OF THE TUSK

Join dignitaries representing the few orc communities or foreign organizations who answered Ardax's call. Their mission of peace soon turns violent when supernatural weather disasters, betrayals, undead uprisings, and even decide turn the orcs' homeland into a desperate battlefield. With the PCs' help, Belkzen won't just survive, but will earn the respect it has always deserved!

PZ015207, PZ015208, PZ015209
MSRP - \$29.99



PATHFINDER ADVENTURE PATH: SPORE WAR

War is coming to the forests of Kyonin, and it's up to you to stop it! With the threat of an Inner Sea war looming on the horizon, Treerazer and his demonic legions are preparing for an all-out onslaught—they must be stopped before it's too late. Spore War is a three-volume Pathfinder Adventure Path for levels 11-20.

PZ015210, PZ015211, PZ015212 MSRP - \$29.99

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JOLLY JOYS: 7 GAMES TO BRIGHTEN YOUR HOLIDAY SEASON

Turn up the fun this holiday season with Steve Jackson Games

It's nearly that time of year again – time to start planning for holiday gifts! Some of our fondest memories during this season include gathering around the gaming table with loved ones. The holidays can be a stressful time for many, so what better way to relax and connect than by making some new tabletop memories?

If you're looking for unique options this holiday season, Steve Jackson Games has a fantastic selection of titles that offers something for everyone.

NEW TWISTS ON CLASSIC TITLES

For *Munchkin* maniacs, the newest addition to the classic game series is *Munchkin Shadowrun*. Created in collaboration with Catalyst Game Labs and licensed by Topps, *Munchkin Shadowrun* allows players to access the Matrix, dodge the Corp, and stab their buddy while attempting to defeat monsters like the Level 20 Lofwyr. Players can choose from several races – Ork, Elf, Troll, and Dwarf – and wield weapons like the Tactical Gladius and Defiance T-250. *Munchkin Shadowrun* also introduces the Matrix track to the game, giving players a whole new way to win.



MUNCHKIN: SHADOWRUN

SJG 4461 \$39.95 | Available September 2024!

Munchkin fans looking for a quick gift idea will enjoy the *Munchkin Gift Pack*, a special set that features *Munchkin Lite*, *Munchkin Spell Skool*, and the bundle-exclusive *Munchkin Grimm Tidings*. The best part? Each game comes individually gift wrapped! The *Munchkin Gift Pack* is the perfect gift for those who enjoy hilarious puns, character creation, and dungeon crawling.



MUNCHKIN GIFT PACK

SJG 3936 \$34.95 | Available Now!

The mini-gaming enthusiasts in your life will be thrilled with the latest iteration of *Car Wars* Sixth Edition: *Car Wars Orange/Purple*. This new two-player starter set comes with two pre-assembled, unpainted minis: Sawtooth and Pure Energy, as well as purple and orange bases, two dashboards, a large assortment of dice, and over 100 cards to help players customize their car, crew, and racing terrain. An included quick-reference guide also features a sample vehicle build for beginners.



CAR WARS: 6TH EDITION - TWO-PLAYER STARTER SET - ORANGE/PURPLE

SJG 2447 \$44.95 | Available Now!

FAMILY FRIENDLY FUN

Hoping to score some great family titles? Look no further than *Express* and *Groo: The Game*!

Originally published in 1990 by Mayfair Games, Inc., *Express* has returned to gaming tables in a second edition updated by Steve Jackson



Games in collaboration with the Train Games Association. In this card game, players build their own trains to score points while simultaneously trying to sabotage their rivals. (The game also features a partnership option.) Fast and easy to learn, *Express* accommodates two to six players. Each hand can be played in just a few minutes – or you may choose to extend the game for even more rail-riding fun!

EXPRESS (THE RAILROAD CAR GAME)

SJG 1593 \$24.95 | Available Now!



Hide the cheese dip! *Groo: The Game*, based on the beloved *Groo The Wanderer* comic series by Sergio Aragonés, is now in its second edition. You'll build your town with cards, but beware: certain dice rolls could cause Groo to stomp your city into the ground. Included in the box are over 100 cards, seven custom dice, and a soft drawstring bag. It's comical, light-hearted, and can play between two and six players.

GROO THE GAME

SJG 1583 \$29.95 | Available Now!

GAMES OF STRATEGY AND SORCERY

Created in collaboration with Paizo, *Pathfinder Revolution!* is a game of bidding, bluffing, and area control. In this reimagining of the fan-favorite *Revolution!*, players will compete against each other to control the city of Korvosa using gold, blackmail, and force. The two-sided game board offers new mechanics for larger player groups. The game comes with just over 150 acrylic cubes, a double-sided gameboard, chipboard counters, bidding screens, and boards for three to six players.



PATHFINDER: REVOLUTION!

SJG 1913 \$59.95 | Available Now!

WIZ-WAR: 9TH EDITION

SJG 1751 \$39.95 | Available Now!



Wiz-War, an exciting, magical battle royale for two to six players, is now in its ninth edition and features new artwork by Phil Foglio. Players battle each other in mystical dungeons using firebolts, thornbushes, and lightning – each vying to steal treasure and survive. Six double-sided boards allow for a unique experience with every playthrough.

GAMES

ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #298

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 298 \$3.99

AFINON GAMES



SAY THIS PLAYLIST

Outscore your rivals in a game of song titles! Have you ever heard a word and immediately thought of a song title? In *Say This Playlist* you race against other players to add as many of those songs as you can to your playlist before time expires. Scheduled to ship in December 2024.

AFI SAY001 PI

ARCANE TINMEN

DRAGON SHIELDS: (100) MATTE ART - GRAND ARCHIVE (DISPLAY 10)



JIN, FATE DEFIANT

ATM 16126 \$16.99



KONGMING, WAYWARD MAVEN

ATM 16127 \$16.99



DRAGON SHIELDS: (100) MATTE DUAL ART - THE EJSINGANDR

ATM 12118 \$22.99



DRAGON SHIELDS: PLAYMAT - THE EJSINGANDR (DISPLAY 20)

ATM 20531 \$24.99

ARCANE WONDERS



BUFFET BOSS

Buffet Boss delivers up a delicious mix of light strategy and dexterity in this stacking game for the whole family. In *Buffet Boss*, pick your food from the buffet and gain points by stacking food onto your plate. But beware - the food with the tastiest point values are also the hardest to stack! Players will also have Character cards that give them bonus points for stacking specific types of food. Scheduled to ship in December 2024.

AWG AW24BB \$29.99

ARCHON STUDIO

DUNGEONS & LASERS

Scheduled to ship in September 2024.



EXPANSION SET - WARLOCK ALTAR

Beware the abode of the legendary summoner. Traveling through the halls of such a place can be fraught with danger, as the dark magic of the demons can be unbearable for an ordinary traveler. Without proper knowledge and preparation, one may unwillingly unleash forces they cannot control... Modular - Build your terrain in a flash. Built-in grid - Compatible with every RPG game. Double-sided walls - Great exterior and interior design. High-quality sculpts - Dozens of books and magical symbols are waiting for you.

ACS DNL0053 \$27.00



MINIATURES - DEMONIC TREE

ACS DNL0069 \$20.00



MINIATURES - DETAILED BASES PACK

ACS DNL0063 \$34.00



MINIATURES - FANTASY MINIATURES SET

ACS DNL0062 \$59.00

SPOTLIGHT ON



MINIATURES - TARRASQUE

ACS DNL0061 \$75.00



MINIATURES - WOODLAND DWELLERS

ACS DNL0068 \$59.00



MINIATURES - YGRID, THE GIANTESS

ACS DNL0072 \$20.00



STARTER SET - LAND OF THE GIANTS

Grab your nearest shovel and head out - it's time to uncover mysterious treasures at a ruin left behind by an ancient people! It's unfortunate that they disappeared without a trace... On second thought, maybe it's sometimes better to let sleeping gods lie. Instant set up. Monumental scale. Designed for miniatures. Easy to paint.

ACS DNL0071 \$69.00

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!



STARTER SET - SWAMPS OF DOOM

As you venture into these uncharted lands, make sure that your boat is well-protected. The creatures inhabiting this place will gladly ensure that you won't be able to escape their clutches. Moreover, do not trust every sound that reaches your ears, for these trees revel in playing tricks on wanderers, luring them into their haunting embrace. Once you set foot onto the platform, you may find temporary respite, but beware... the true journey has only just begun. Rich in details - Every inch of this place gives goosebumps. Easy assembly - Cut and glue the parts with ease! Durable plastic - You can ensure the platform won't break during the fight. Gaming map - Double-sided paper mat with and without grid included.



ACS DNL0064.....\$69.00

ARES GAMES

SPOTLIGHT ON



ALTAY: DAWN OF CIVILIZATION

Altay - Dawn of Civilization is a deck-building civilization game, set in a mythic age. In a secluded region within a vast continent, four mysterious societies have cultivated distinct cultures over countless years, maintaining a fragile balance. They now confront a new challenge: the influx of human settlers with advanced crafts and weapons. As the leader of one of Altay's Elder Peoples, you have the choice how to react to this challenge. The game board depicts a region where the four factions clash, each area characterized by diverse terrain types and resources. Players control one of four factions, each represented by a unique starting deck, featuring distinctions in the number of "basic" cards and faction-specific cards. Scheduled to ship in November 2024.

AGS ARTG004.....\$44.90

ARKUS GAMES



SHELFIE STACKER

So you've picked up a new game, eh? Or did you finally get your eager hands on that expansion you've been waiting on for the past year? Well now the real game begins how on Earth will you fit it into your alphabetized, colour coordinated and divinely crafted new board game shelf? Well, what does it really matter? It's probably going to just sit there in shrink for the next six months anyway sorry, too real? Let's just move on then... In *Shelfie Stacker*, players compete to accumulate the most illustrious board game collection, by carefully filling their shelf with their most recent purchases. Scheduled to ship in September 2024.

AKS 001-00.....\$40.00



STORM RAIDERS

The aim of *Storm Raiders* is to be the player with the most prestige at the game's end. Storm raiding is a perilous task, filled with many dangers - the most devastating being the mighty Rift Storm that encircles the many islands. Players will want to stay close to the storm, without being overcome by its immeasurable force. Prestige is gained by salvaging wreck sites, fulfilling contracts, acquiring crew, upgrading their vehicles, and earning medals. Players will be drafting dice each turn to either travel using their trike, plane, or sub, or to instead take some much-needed time to rest and repair their battered vehicles. Scheduled to ship in September 2024.

AKS 003-002.....\$75.00

BANDAI CO.

SPOTLIGHT ON



DRAGON BALL SUPER CARD GAME

Fusion World

DRAGON BALL SUPER FUSION WORLD TCG: SET 05 BOOSTER DISPLAY (24) (FB05)

The product is packed with special measures to commemorate the first anniversary of the product's launch! Previously, one type of Secret Rare Super Alt Art card had been included, but there are two types of SCR Super Alt Art cards in FB05!! New animation series *Dragon Ball DAIMA* will be airing in fall 2024. An all-new anime series definitely will liven up all over the Dragon Ball!! Reprinted cards that are given a special design to commemorate the 1st anniversary are included in this set. The lineups 13 cards with special illustrations even includes 3 featuring female warriors. All these reprinted cards feature gorgeous alternative art as well. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2762168.....PI

SPOTLIGHT ON



DRAGON BALL SUPER CARD GAME

DRAGON BALL SUPER MASTERS TCG:

ZENKAI - SET 10 BOOSTER DISPLAY (24) (B27)

5 types of Serial Numbered cards with a low inclusion rate! All five cards are carefully selected from extremely popular characters. For the first time ever, Alt-Art versions that were not available for Z-Cards are included! As the culmination of the Zenkai series, special editions with new illustrations and deluxe designs have been created for all 19 Z-Cards included in this set. An all-star lineup featuring concepts for each color such as Saiyan Deck and Movie Character Deck! An unprecedented wide lineup that will resonate with all Dragon Ball fans. A GOD Rare with a brand new design is here! As always, we have included the highly sought-after GOD Rare cards, which consistently receive enthusiastic responses from users! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2768884.....PI

SPOTLIGHT ON



DIGIMON CARD GAME

DIGIMON TCG: SPECIAL BOOSTER V2.5 DISPLAY (24) (BT19-20)

The Mega digivolution of the 3 protagonists partner Digimon, along with Beelzemon and Justimon get ACE cards. Other cards that offer support are included too. Starting with Shoutmon EX6, which played a major role in the manga, many Digimon like Luminamon (Nene Ver.) are making their Digimon Card debuts. Cards to offer support are also included too. More new characters from Digimon Liberator are getting cards! Winr who wields a Royal Base deck along with his partner Funbeemons digivolution stages join the game! Also, the popular Violets new trump card makes its debut! 2 types of Serial Number cards are included in packs at low rates! Like the previous booster, this set also includes a new card signed by Kenji Watanabe! The signed card has an art which connects with the previous sets sign card! (*Low inclusion rate) **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2780473.....PI

SPOTLIGHT ON



TRADING CARD GAME

UNION ARENA

ユニオンアリーナ

UNION ARENA TCG: ONE PUNCH MAN BOOSTER DISPLAY (16) (UE06BT)

For the first time Union Arena is releasing products for the same title at the same time in both Japanese and English. That title is the globally popular ONE PUNCH MAN! These Union Arena exclusive illustrations will surely make ONE PUNCH MAN fans want to collect them. Don't miss checking out how the abilities of the heroes like the S-Ranked Genos, King, and Tatsumaki are recreated in the card effects! ONE PUNCH MAN fans are surely eager about what this means for Saitama's incomparable power. Fans can look forward to how the world of the series is recreated in the text and only Union Arena dares to achieve! As a chase card the SR?? will have the signature of the original cast printed on it. Add this to the new illustrations available only in Union Arena makes them super rare cards fans will not want to miss! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2771343.....PI

UNION ARENA TCG: ONE PUNCH MAN STARTER DISPLAY (6) (UE06ST)

The game play recreates the story and characters moves, making it a design that is easy for even series fans that have not played a trading card game before to start playing! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2771341.....PI

BANDAI NAMCO TOYS & COLLECTIBLES AMERICA

BANDAI SPIRITS

Scheduled to ship in February 2025.



BANPRESTO WORLD COLLECTIBLE FIGURE LOG STORIES SPECIAL - ONE PIECE, BOA HANCOCK & SALOME

Standing at approximately 4.7" tall, Boa and Salome are seen in this epic scene. Be sure to collect this and enhance your display with other incredible WCF! World Collectible Figure is a palm-sized treasure you can fit in your hand and display in all kinds of small spaces! BNT BPR89961\$27.00



ICHIBANSHO FIGURE - ONE PIECE, DEN DEN MUSHI MONKEY D. GARP

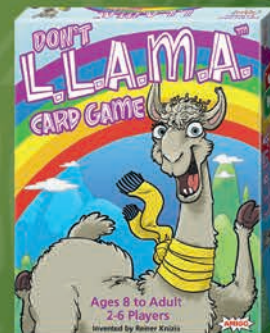
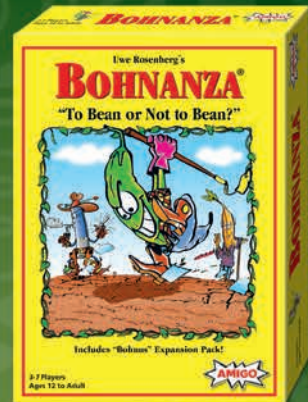
Standing at approximately 5.9" tall, Garp's Den Den Mushi is seen in their iconic pose. Be sure to collect this and enhance your display with other incredible Ichibansho figures! BNT BAS67063\$45.00

WORLD COLLECTABLE FIGURE - ONE PIECE - RIVAL DISPLAY (12)

Standing at approximately 2.8" tall, Crocodile, Rob Lucci and more are seen in their popular pose. Be sure to collect this and enhance your display with other incredible WCF! World Collectable Figure is a palm-sized treasure you can fit in your hand and display in all kinds of small spaces! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BNT BPR89969\$144.00



Classics games and new fun for under \$20!



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GAMES

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GTM

OCT 2024

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BRIGHT EYE GAMES

BRUEH GAMES



BATTLE DENTALE

In *Battle Dentale*, you play either Gumrot the Goblin or Toothache the Troll, competing to collect the best collection of teeth from a jawbone. Toothache favors the cleaner teeth because they're shiny, while Gumrot likes the decaying ones as the smell reminds them of their mum. Winning requires strategy, efficient decision-making, and sometimes evil moves to sabotage your opponent! To win, gather a more highly valued collection of teeth than the other player. Scheduled to ship in October 2024.

BEG BAD001\$25.00



NIGHT PARADE OF A HUNDRED YOKAI: MONKEY KING EXPANSION

New yokai clan for *Night Parade of a Hundred Yokai* which uses unique versatility to create havoc in the islands. Scheduled to ship in November 2024.

GGC NIGHT-05.....\$24.99

SUMO - A TRICK TAKING CARD GAME

In *SUMO*, you try to use card play to push your opponent from the game. To set up, place the sumo wrestlers card in the center of the sumo ring. (The sumo ring has only three positions: left, center, and right.) One player sits on the left of the ring, the other on the right. Deal each player a hand of eight cards from a deck that contains 20 cards: 1-5 in four suits. Each player plays and reveals a card, with the high card playing first in the first trick; if the cards are tied, repeat this action until one player wins or all eight cards have been revealed, in which case you shuffle and re-deal. The first player plays a card, then the other player must follow suit, if possible. If the second player is off suit, the first player wins; if not, whoever played the higher card wins. In either case, the winner pushes the sumo wrestlers card away from them, then leads to the next trick. Scheduled to ship in October 2024.

BEG SUM001\$15.00



THE PLOT THICKENS: ADVENTURE EDITION

The Plot Thickens is a storytelling game for quick-thinking, imaginative folks just like you and your friends. The object is to take your hand of story cards, (people, places and things) and lay out the tale of your character, and their fate! You'll earn plot points for every card you use to build your story, and every time you interweave with others narratives. The storyteller with the most points gets to craft the ending as main character, while the person who connected the most to their cards gets to name the epic as the Author. What will your story be? In the Adventure edition you'll explore uncharted territories, interact with the wildlife and try to claim hidden treasures! Scheduled to ship in October 2024.

BEG TPT004\$25.00



TOKKURI TAKING

Tokkuri Taking is a game in which you will use the cards in your hands as either tokkuris, a traditional sake drinking vessel, or to drain some of the sake from the tokkuris on the table. On your turn, either play a card face down as a tokkuri, or face up. If you play it face up, you must lower the sake level in tokkuri on the table corresponding to the number(s) on the card you played. A round ends once all players have played all of the cards in their hands. Players will earn positive points for tokkuri they emptied and lose points for those in front of themselves that have too much still in them. The player with the lowest score then takes points equal to the difference between their score and each other player's score - from the other players. Scheduled to ship in October 2024.

BEG TOT001\$15.00

CATALYST GAME LABS

SPOTLIGHT ON



BATTLETECH: FORCE MANUAL - DAVION

Force Manual: Davion details the Armed Forces of the Federated Suns, examining the combat commands of the Federated Suns and their histories, tactics, unit crests, paint schemes and notable personnel. This sourcebook includes special rules for unique character abilities, faction-specific rules, force building options, and a mini-Technical Readout - everything you need to field your favorite Federated Suns unit on the tabletop or create your own. For use with *BattleTech Total Warfare* and *Alpha Strike*. Scheduled to ship in September 2024.

CAT 35272.....\$39.99

SPOTLIGHT ON



BATTLETECH: MERCENARIES PAINT SET (THE ARMY PAINTER)

Easy enough to use for a beginner, fast enough for a gamer, yet capable enough for the best painters in the world - Warpaints Fanatic is the new gold standard for miniature paints! Warpaints Fanatic is a high-performance acrylic paint featuring an insanely pigment-dense formulation set in a premium resin base with proprietary stabilizers to ensure smooth, easy application. Each point is individually tuned for unparalleled coverage and consistent brush feel. With unsurpassed quality and performance, Warpaints Fanatic is designed to perform at every stage of your hobby journey. Scheduled to ship in September 2024.

CAT 35PS2.....\$89.99

SPOTLIGHT ON



BATTLETECH: FORCEPACK - SECOND STAR LEAGUE ASSAULT LANCE

Unleash the *Second Star League Assault Lance*! Includes the Emperor, Argus, and Helios, a new variant of the Dashi - Prometheus, reposed and pre-painted, along with a bonus coolant truck - no assembly required - along with four MechWarrior pilot cards and four Alpha Strike cards.

Perfect for *BattleTech* and *Alpha Strike* action! 4 unpainted miniatures and 1 painted miniature. Scheduled to ship in November 2024.

CAT 35781.....\$39.99



BATTLETECH: HOT SPOTS - HINTERLANDS

Enter the Hinterlands with this comprehensive campaign guide to some of the hottest combat zones in the iClan era! A spiritual successor to the classic Hot Spots duology, this sourcebook offers all the rules and contracts any unit needs for their ongoing *BattleTech* games. Bring the excitement of the iClan era to your *BattleTech* campaign with this sourcebook, which includes complete campaign rules built out of the *BattleTech: Mercenaries* boxed set. Scheduled to ship in November 2024.

CAT 35450 \$39.99

SPOTLIGHT ON



BATTLETECH: UNIVERSE (STANDARD EDITION)

Dive deep into the *BattleTech* lore with this look at the factions of the Inner Sphere, Clans, and Periphery, and learn about key events, personalities, and conflicts for each. Whether you enjoy titanic battlefield clashes, high stakes covert ops missions, cloak-and-dagger political intrigue, or any other kind of store, you'll find it in the *BattleTech* setting. Scheduled to ship in September 2024.

CAT 35702 \$49.99

SPOTLIGHT ON



BATTLETECH: ILKHAN'S EYES ONLY

Ilkhan's Eyes Only is a *BattleTech* sourcebook detailing the events on Terra, around the former Fortress Republic, and the coreward regions of the Capellan Confederation from 3151 to mid-3152. Included are a full historical summary of events in those of space, personality and unit profiles of key players and game information along with a glossy campaign to bring it all to your *BattleTech* tabletop. Scheduled to ship in December 2024.

CAT 35905 \$49.99

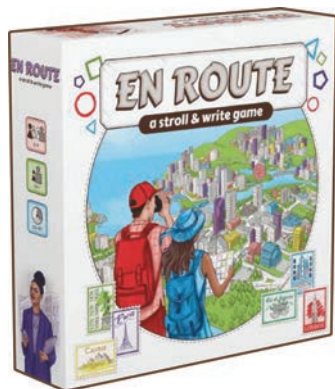
SHADOWRUN RPG: 6TH EDITION - SMOOTH OPERATIONS

Smooth Operations is the core face rulebook for *Shadowrun*, Sixth World. *Shadowrun* has never had a core face rulebook, and this book provides a ton of options for players who want to emphasize the social element of the game. With details and mechanics of how to make a face character function as part of the team, this is a useful book for all players. Scheduled to ship in September 2024.

CAT 28009 \$49.99



CROWD GAMES



EN ROUTE

En Route is a flip-and-write game in which you create tour routes to the most interesting landmarks of the real-world cities (London, New York City, Hong Kong, Paris, Cairo, and Rio de Janeiro) and the made-up First City packed full of geek references. Every city features basic and specific mechanisms, so all of them play and feel differently. Cards are not flipped randomly instead, an active player plays one card face up, and two players next to them secretly choose one card each. Then, an active player selects one of the two and discards the other. Scheduled to ship in October 2024.

CGA 16001 \$35.00

ENCHANTED PLUMES™

Display The Most Dazzling Plume To Win!

Game play
30-50 minutes

Ages
8+

2-6 players

www.CalliopeGames.com

Calliope Games

SPOTLIGHT ON

QUEEN BY MIDNIGHT: QUARTER PAST

The Midnight Queen is dead and four new challengers battle for her throne! *Queen by Midnight: Quarter Past* is a standalone expansion for the acclaimed deckbuilding battle royale card game *Queen by Midnight* that can be played with the original or completely on its own. It includes 4 new Princesses with new strategies designed to be a great entry point for new players and a fresh experience for veterans. It includes brand new rules for 2-player games, and a more compact table presence with the lay-flat Clock Board. Scheduled to ship in November 2024.

DRP QBM-QP\$39.99



DEVIR AMERICAS



DAITOSHI

Daitoshi places us in an era without precedence, built by steam. You will produce goods in your factory to gain resources, or you'll move your magnate around the city to hire workers, expand the city, electrify districts, trade with other cities, or build new inventions. These actions, however, will destroy the landscape and the wilderness spirits are not going to be happy...but no risk, no reward! Scheduled to ship in October 2024.

DVR DEVDAITOSHI\$69.99



IN THE ASHES RPG HARDCOVER

In the Ashes is an action role-playing game played within a book. It uses an innovative mechanic in which adventurers, fight, choose paths, and find equipment. Combat dice are determined by flipping the book pages, and you mark the outcomes on later pages to tell you what happens when you arrive. It's much more than just a book or a game! Scheduled to ship in October 2024.

DVR DEVINTHEASHES\$49.99

SPOTLIGHT ON

ROCK HARD 1977

It's 1977. You're an up-and-coming musician, dreaming of making it big with your band. Over the next few months you'll rehearse, play gigs, write songs, and promote your band. With careful planning and a little luck, you'll earn the most fame and become the best new artist of the year. *Rock Hard: 1977* is played over a maximum of nine rounds, each representing a typical day of one month in 1977, from April to December. You win the game by accruing the most fame. How? Increasing reputation, chops and songs; achieving production, performance, and publicity bonuses; getting record deals and earning royalties; playing concerts; and hanging out at the hottest after-hours spot. Ready to live like a rock star? Scheduled to ship in August 2024.

DVR DEVROCKEN\$49.99



THE WHITE CASTLE: MATCHA EXPANSION

A new board and more actions for *The White Castle* are within reach! *Matcha* incorporates a ton of new components that add even more variability to your game: a new bridge, new dice, new spaces to win influence and obtain resources, a Tea House, geishas, and the chasen, which are extra resources. But even more exciting is the extra turns that give you more opportunities to earn influence. Are you ready to return to the Himeji Castle and master the subtleties of the tea ceremony. Scheduled to ship in October 2024.

DVR DEVWHITEMATCHA\$29.99

DIRE WOLF DIGITAL

SPOTLIGHT ON



CLANK!: LEGACY 2 - ACQUISITIONS INCORPORATED - DARKEST MAGIC

CLANK! Legacy returns with an epic sequel *Clank! Legacy 2: Acquisitions Incorporated - Darkest Magic* Play co-operatively and competitively in the world of Penny Arcade's *Acquisitions Incorporated*! Scheduled to ship in December 2024.

DWD 04003\$115.00



TALES OF XADIA RPG: THE DRAGON PRINCE - DARKNESS DICE SET (13)

Scheduled to ship in November 2024.
DWD 05004\$20.00



TALES OF XADIA RPG: THE DRAGON PRINCE - MOONSHADOW DICE SET (13)

Scheduled to ship in November 2024.
DWD 05005\$20.00



TALES OF XADIA RPG: THE DRAGON PRINCE - SUNFIRE DICE SET (13)

Scheduled to ship in November 2024.
DWD 05006\$20.00



MUNCHKIN DIGITAL: PIXELS & PAPER PACK

This item includes a Steam code for the digital version, 5 exclusive new Munchkin promo cards (and their digital counterparts), and a fun Orc-B-Gone Chainsaw Keychain. Scheduled to ship in December 2024.

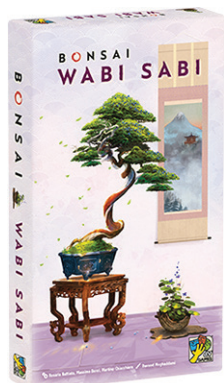
DWD 09000\$20.00

DV GIOCHI



BANG!: MOST WANTED MINI-EXPANSION

All the promo cards for *BANG!* packed into a small 9 card mini-expansion! Scheduled to ship in November 2024.
DVG 9136\$9.99



BONSAI: WABI SABI EXPANSION

Wabi-sabi is a feature of Japanese aesthetics that celebrates the beauty exercised by the imperfection and impermanence of things. In the art of bonsai, wabi-sabi is the worship of the simple and essential beauty that comes from the constant change of the tree and the passage of time. This expansion for *Bonsai* contains 5 combinable modules that can be used alone or in combination and that enrich the game experience by introducing some specific aspects of the ancestral art of bonsai: the Shitakusa, new objectives, the 5th player, techniques, and a solo mode expansion with 2 additional scenarios. Scheduled to ship in October 2024. DVG 9065\$19.99



BONSAI: WOODEN TILES

Enhance your *Bonsai* with this add-on. The set includes 156 high-quality beech wood hexagonal tiles to replace the base game tiles. Scheduled to ship in November 2024. DVG 9058\$14.99

EAGLE GRYPHON GAMES



BOT FACTORY

Your goal in *Bot Factory* is to gather projects and parts, then assemble bots, thereby fulfilling demand goals and improving the value of the bot you are making. Sandra, the factory manager from Kanban, is present here, moving to different departments and using the players' spaces. The game uses the same worker-placement mechanism from Kanban in which turn order is established by the workers' positions on the board. Scheduled to ship in November 2024. FRD 102404.....\$63.99

MERCADO DE LISBOA

Mercado de Lisboa is a thinky filler title, a tile-placement game based upon the Lisboa city-building system in which players pay money to own stands in the market, open restaurants next to them to improve their profit and bring in customers that earn money for players with matching stands. *Mercado de Lisboa* is a fast-paced game, very straightforward and easy to learn rules with deep tactical choices. Scheduled to ship in November 2024. FRD 102321\$39.99



FANROLL

DUNGEONS & DRAGONS DICE SETS

Scheduled to ship in November 2024.

SPOTLIGHT ON



BEHOLDER RESIN

MET 10952\$24.99

SPOTLIGHT ON



LIQUID CORE

MET 10969\$79.99



FOLDED SPACE



FORBIDDEN GAMES



FAERIES & MAGICAL CREATURES

In *Faeries and Magical Creatures* you will build your deck by drafting unique Faerie cards with amazing artwork from award-winning artist Annie Stegg-Gerard, gain kinship with the faeries, and build your ultimate faerie garden. Scheduled to ship in November 2024. FRB 51143\$49.99

BOARD GAME INSERT: IMPERIUM - HORIZONS

Official full color insert compatible with *Imperium: Horizons*, including space for the cards from *Imperium: Classics* and *Imperium: Legends* games. All cards can be sleeved with quality sleeves. The design provides both efficient storage and improved game play. Many of the trays can be utilized during the game, and they greatly aid set-up and clear-away times. The rules and boards act as a lid on top of the trays. FLS IMPERIUM.....\$35.00

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OFFERED AGAIN

O/A DRAGONBANE RPG: PATH OF GLORY

Coming to the legendary Dead Forest in search of treasure, glory and a solution to the ancient curse laying waste to the forest, the adventurers soon find themselves embroiled in an epic conflict reaching back to the very foundations of the world. The quest will take the adventurers through the depths of the forest, under the mountain, and into a strange new land where the fate of the world will be determined. *Path of Glory* was the first major adventure campaign released for the original Swedish edition of the *Dragonbane RPG* (*Drakar och Demoner*), in three installments during 1985 and 1986: *The Dead Forest*, *Gates of Power*, and *Heart of Darkness*. FLF DGB015\$39.99



FRYX GAMES

CASTLE BUILDER

Build your own castle with towers, walls, and characters! The higher you build, the more steps your noble takes in pursuit of gold coins. But as each tile must match the numbers it is built on, the construction gets more and more challenging. Will you be the first to collect 7 gold? Scheduled to ship in December 2024. FGA CB1FXG\$30.00



GOTHIC SECTOR BATTLEFIELD IN A BOX



FULLY PRE-PAINTED TERRAIN

NEW

GOTHIC SECTOR: MUNDUS IMPERIALIS

Coming soon to the Battlefield in a Box range...
GOTHIC SECTOR: MUNDUS IMPERIALIS!

This Epic Scale pre-painted sci-fi terrain allows you to craft haunting landscapes for your armies to wage war across straight from the box, stay prepared for eternal conflict with five brand new pieces of grandiose Gothic Sector scenery that will forever breathe life into the games on your tabletop.

Compatible with all 6-10mm games, including Polyversal, Legion Imperialis, Battletech, Future War Commander, Steel Rift, Adeptus Titanicus and more!

EPIC
SCALE

Compatible with
6mm-10mm
miniatures



BB670 \$35



BB668 \$50



BB669 \$25



BB671 \$35



BB667 \$50

CLASH OF STEEL

TABLETOP TANK BATTLES

CLASH OF STEEL: WAR OF UNIFICATION

IT'S 1956 AND THE WAR HAS STARTED AGAIN.

Clash of Steel: War of Unification explores an alternate history following the end of World War 2, where the uneasy peace is upset by military aggression quelling a swell of grassroots revolutions.

Following a different timeline to Clash of Steel: Operation Unthinkable, War of Unification introduces new tanks such as the deadly E-100, the nimble M48 Patton, and heavily armoured IS-7 to the battlefield. The two new Starter Sets offer a fantastic jumping in point, whilst offering players the opportunity to expand their forces to bring war on a scale never seen before.

Clash of Steel features high-quality 15mm scale miniatures and hosts a dynamic mission based game system to ensure that every battle is unique and cinematic.

How will you re-write the history books?

AMERICAN v.s. GERMAN



Includes 20 Miniatures



SOVIET v.s. BRITISH



Includes 19 Miniatures



\$75

CS03 & CS04

AVAILABLE NOW

REINFORCEMENTS



German

E-100 Heavy Tank Platoon (x2)]
CSG09.....\$20
Skorpion G Tank-hunter Platoon (x3)
CSS10.....\$30



American

M48 Medium Tank Platoon (x3)
CSU09.....\$30
M103 Heavy Tank Platoon (x3)
CSU10.....\$30



British

Charioteer Medium Tank Troop (x3)
CSB08.....\$30
Conqueror Heavy Tank Troop (x3)
CSB09.....\$30



Soviet

IS-7 Heavy Tank Company (x5)
CSS07.....\$50

AVAILABLE OCT



GOBLINKO GAMES

**DUNGEON DEGENERATES: CITY SCUM BOOSTER**

Pour a rich gravy of new monsters! Loots straight from the overripe roads of the Wursthreich onto your *DUNGEON DEGENERATES* game, giving your sessions more street flavored variety, mystery mayhem! 13 card pack add-on for *DUNGEON DEGENERATES* Hand of Doom. Scheduled to ship in December 2024.

GOB DD007.....\$7.00

DUNGEON DEGENERATES: GOBLINS HAVE MORE FUN BOOSTER

13 new Goblins, Orcs other monsters to add to *DUNGEON DEGENERATES: HAND OF DOOM*. Scheduled to ship in December 2024.

GOB DD008.....\$7.00

DUNGEON DEGENERATES: HOORAY FOR THE BAD GUYS BOOSTER

13 additional monsters to add to *DUNGEON DEGENERATES: HAND OF DOOM*. Scheduled to ship in December 2024.

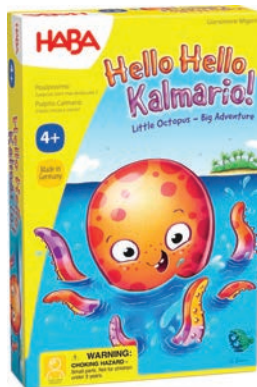
GOB DD009.....\$7.00

HABA USA

**BAMBOO RALLEY CUP / HYPE IN THE JUNGLE GAME**

Which team of animals will win the spectacular soapbox rally through the jungle and be the first to go around the bumpy track three times? If you press the horn quickly, you will be able to use the opponent's dice to your advantage and progress faster. But be careful: the ghosts on the trails send the animals back to their departure. The motto is: Don't get angry, but use tactics and dice to achieve the goal! Scheduled to ship in November 2024.

HAB 2010883004.....\$39.99

**HELLO KALMARIO!**

Say hello to this engaging family game and dive into an ocean of fun. In *Hello Hello Kalmario*, players ages 4 and up embark on a thrilling tile-laying journey. Players race to strategically place octopus tentacle tiles to complete Kalmario. The game combines skill, memory, and a dash of luck for an exhilarating family-friendly experience. Scheduled to ship in November 2024.

HAB 1307112002.....\$14.99

**MY VERY FIRST GAMES: GO, GO, LITTLE PENGUIN!**

The penguin mommies and their babies live on an island, but the tasty fish is on the mainland, and the penguin babies don't know how to swim yet. Fortunately, there are plenty of stones, logs and planks jutting out of the water so the penguin babies can hop with their mommies from one to the next. Which penguin twosome will be the first to reach the plate on the mainland and gobble up the two tasty fish? Scheduled to ship in November 2024.

HAB 1307056002.....\$29.99

SPOTLIGHT ON

**UNICORN GLITTERLUCK: GAME COLLECTION**

Scheduled to ship in November 2024.

HAB 2010879004.....\$39.99

HEAVY PLAY

ETB PLAYMAT: ART MASTERS SERIES - PHIL STONE

**ANIMATE DEAD**

HPL ETB-ART-PSANIM.....\$75.00

**COUNTERSPELL**

HPL ETB-ART-PSCOUN.....\$75.00

**BEAST WITHIN**

HPL ETB-ART-PSBEAS.....\$75.00

**LIGHTNING BOLT**

HPL ETB-ART-PSLIGH.....\$75.00

**SILENCE**

HPL ETB-ART-PSSILE.....\$75.00

IELLO

SPOTLIGHT ON

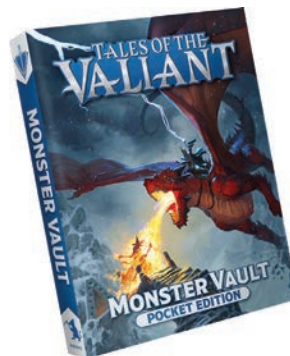
**KING OF TOKYO: DUEL**

As night falls on Tokyo, two massive silhouettes rise from the smoke snaking up from destroyed skyscrapers. There can be only one who will be crowned *King of Tokyo*, either by annihilating their rival or by inspiring terror and awe from the crowds. *King of Tokyo Duel* is a two-player tug-of-war dice game in the *King of Tokyo* line. Choose your uniquely-powered monster and roll new dice to draw the fame and destruction tokens toward you...or smash your rival with new special power cards to become the ultimate King of Tokyo!

IEL 70302.....\$24.99



KOBOLD PRESS

**TALES OF THE VALIANT RPG: MONSTER VAULT (POCKET EDITION)**

KOB 6012.....\$24.99

**TALES OF THE VALIANT RPG: PLAYERS GUIDE (POCKET EDITION)**

KOB 6005.....\$24.99

SPOTLIGHT ON



**YU-GI-OH! TCG:
CROSSOVER BREAKERS
BOOSTER DISPLAY (24)**

Get ready to jump into the action with multiple new and unique themes in Crossover Breakers! This set contains multiple brand-new themes that introduce innovative strategies and will make for exciting Duels! Whether you are looking for something cool, cute, or a really big Dragon, Crossover Breakers has something for every kind of Duelist, and includes cards available as Collectors Rares and Quarter Century Secret Rares **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

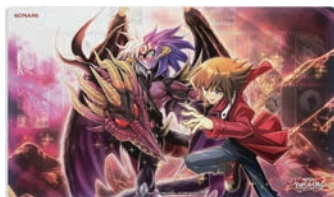
KON 86637 \$107.76



**YU-GI-OH! TCG: JADEN & YUBEL
9-POCKET DUELIST PORTFOLIO
(DISPLAY 12)**

Protect your collection in style with the all-new Yu-Gi-Oh! Trading Card Game Jaden Yubel 9-Pocket Duelist Portfolio! The front of the Portfolio features brand-new dynamic artwork of Jaden Yuki, from Yu-Gi-Oh! GX and the back features his monster Yubel. Designed with a secure side-loading design, this 10-page Portfolio has 9 pockets per page by placing cards front-to-back, you can store up to 180 of your most cared-for cards, including Phantom of Yubel from Battles of Legend: Terminal Revenge. The 9-Pocket Duelist Portfolio also utilizes an anti-slip feature to keep cards secure and your collection safe at all times **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86660 \$9.99



**YU-GI-OH! TCG: JADEN & YUBEL
CARD CASE**

The celebrations for the 25th Anniversary of the Yu-Gi-Oh! card game continue with the Jaden Yubel Card Case for the Yu-Gi-Oh! Trading Card Game! Protect your Deck with the perfect Card Case featuring brand-new dynamic artwork of Jaden Yuki from Yu-Gi-Oh! GX along with some of the most important monsters in Jaden's Deck: Yubel, Winged Kuriboh, and Elemental HERO Neos! This official Yu-Gi-Oh! TCG Card Case is large enough to hold a Duelists Main Deck, Extra Deck and Side Deck. Each Card Case is made from durable material, includes a card divider, and comes with a sturdy closure to ensure your cards, like Phantom of Yubel from Battles of Legend: Terminal Revenge, will stay protected inside. Keep your Deck safe and get ready to Duel

KON 86658 \$4.99



**YU-GI-OH! TCG: JADEN & YUBEL
CARD SLEEVES PACK (50)**

The Official Yu-Gi-Oh! Trading Card Game Jaden Yubel Card Sleeves help Duelists keep their cards secure and protected during Duels. Protect the cards in your Deck with Card Sleeves featuring brand-new dynamic artwork of Jaden Yuki and Yubel from Yu-Gi-Oh! GX! Each pack contains 50 total Card Sleeves specifically designed to meet tournament regulation standards for the Yu-Gi-Oh! TCG. Use these official Yu-Gi-Oh! TCG Card Sleeves to keep all your cards, including Phantom of Yubel from Battles of Legend: Terminal Revenge, safe in all your Duels. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86656 \$4.99

**YU-GI-OH! TCG:
JADEN & YUBEL GAME MAT**

KON 86662 \$16.99

Patrician

Towers of Influence

Welcome to the 13th Century! Stack towers of incredible height to control the various cities of Italy. Outsmart opponents, collect sets of Patrician portraits, and gain influence...floor by floor! Only the one who earns the most prestige will become the greatest of all master builders!



PLAY CARDS to place towers and perform special actions.

STACK TOWERS to gain influence throughout cities.

WIN THE GAME by scoring cities and collecting portraits!

Includes advanced Delegates and Trade Routes gameplay modules!

Calliope
Games

CalliopeGames.com



IRONGUARD SUPPLIES

IRONGUARD MINIATURE DISPLAY CASES

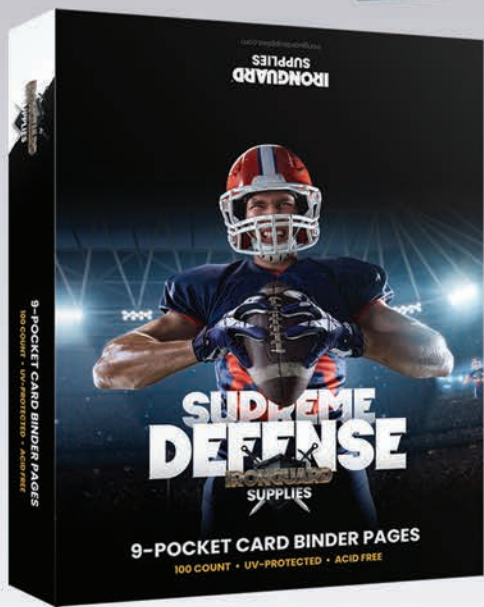
IronGuard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged, misplaced, or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS
Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480PI
55PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215481PI
75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371PI



IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL230307PI
25-COUNT BLACK PACK DIA STL230313PI
100-COUNT DISPLAY DIA STL230304PI
250-COUNT DISPLAY DIA STL230315PI



IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

10-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258367PI
15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STL258370PI



IRONGUARD 9-POCKET DELUXE PORTFOLIO
No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK
DIA STL230316PI
BLUE
DIA STL230319PI

GAMES

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IRONGUARD CARD SLEEVES

Want to protect your card and do it in style? These matte card sleeves feature various colors of opaque backs, so you can easily sort different card types. Designed for standard-sized cards. Package of 50.

BLACK (PACK OF 50) DIA STL230344PI
GREEN (PACK OF 50) DIA STL230334PI
GREY (PACK OF 50) DIA STL230332PI
PURPLE (PACK OF 50) DIA STL230336PI
RED (PACK OF 50) DIA STL230335PI
YELLOW (PACK OF 50) DIA STL230333PI



IRONGUARD BOARD GAME SLEEVES

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327PI
MINI (PACK OF 100) DIA STL230328PI
EU SIZE (PACK OF 100) DIA STL230329PI
EU MINI SIZE (PACK OF 100) DIA STL230330PI
TAROT (PACK OF 100) DIA STL230331PI



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

STANDARD (PACK OF 100)PI
DIA STL230325PI
GRADED (PACK OF 100)PI
DIA STL230326PI
130PT (PACK OF 100)PI
DIA STL258392PI



IRONGUARD CARD BOX

All hands off deck! Keep your card deck out of your sweaty mitts by putting it in one of these opaque deck cases! Holds 100 cards. DIA STL230355PI



IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card holders per pack.

RETAIL PACK (200 SLEEVES) DIA STL215479PI



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collector-quality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and Black borders!

35PT (PACK OF 25) DIA STL215472PI
55PT (PACK OF 25) DIA STL215477PI
75PT (PACK OF 25) DIA STL215478PI
100PT (PACK OF 25) DIA STL258374PI
130PT (PACK OF 10) DIA STL258388PI
180PT (PACK OF 10) DIA STL258391PI
35PT BLACK (PACK OF 25) DIA STL215473PI
35PT YELLOW (PACK OF 25) DIA STL215474PI

ALSO AVAILABLE:

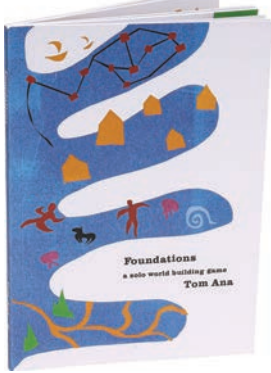
IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351PI
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353PI
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418PI
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476PI
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475PI
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377PI
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379PI
IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380PI
IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382PI
IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383PI

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FOUNDATIONS RPG

Foundations is a solo world-building and map making game, in which you will create a fantasy setting for use in your tabletop RPG campaigns and stories. Designed to be system neutral, *Foundations* allows you to create a world for any fantasy or historically themed game as well as fiction. *Foundations* is based around card based, storytelling prompts informed by real-world history, geography and anthropology to help create worlds which are unpredictable, unique and grounded in the natural world.

GMG LPFOUND\$25.00



HORSE GIRL RPG

Horse Girl is a solo GM-less journaling game in which you will document your surgical and mental transformation into a horse by the love of your life. You are a woman in her late 20s. Life has not been kind to you, as much as you have tried to make things work. Your career was a mess, you were estranged from those who were supposed to love you, and you felt utterly lost in your life, not knowing who you were and what you were supposed to do. *Horse Girl* is a 20 page, riso printed, A5 zine, printed on 115 gsm FSC certified paper with a 170gsm cover.

GMG LPHG\$20.00



FALSE FLAG (SALVAGE UNION RPG)

As seasoned Salvagers, you navigate a region immersed in the midst of this intense battle for supremacy in an environment ripe for an array of unsavoury tasks. However, as the smoke clears and the dust settles, will you still recognize the reflection staring back at you in the mirror? *False Flag* is an Adventure Module by Aled Lawlor and Panayiotis Lines, designed for *Salvage Union*, a post-apocalyptic Mech Tabletop Roleplaying Game.

GMG LPSUFF\$32.00

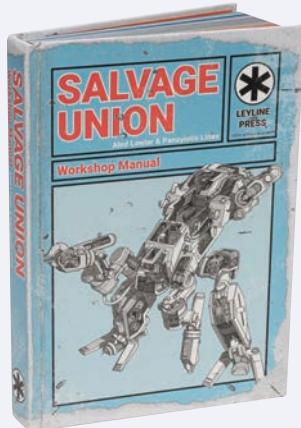


RAINMAKER (SALVAGE UNION RPG)

From the corpse of an atmospheric monitoring station, a trove of data revealing anomalous patterns breaking with local climatic conditions - a signature of the ancient art of cloudseeding. For now, your discovery is secret. Across the broken land, clues to the source are scattered. If too much suspicion is raised, others will take up the hunt - water is life and water is wealth. Compelled, the rain will fall. What will it find upon the earth?

GMG LPSURM\$32.00

SPOTLIGHT ON



SALVAGE UNION RPG: CORE RULEBOOK

Salvage Union is a post-apocalyptic mech tabletop roleplaying game. You play as salvager mech pilots who scour the wasteland for salvage in scrap built mechs. Set in a scarred world ruled by corporations whose denizens live in isolated mega-settlements known as Arcos. The corpos control the vast majority of arable land and resources and have a constant hunger for power and control. As Salvagers you have found a way to live your lives outside the bounds of corpo control, roaming the wastes in a vast mech known as a Union Crawler which houses your entire community.

GMG LPSUCORE\$45.00



WE WERE HERE FIRST! (SALVAGE UNION RPG)

In the desolate wasteland known as gehenna, an enigmatic phenomenon unfolds the chimerid meteor shower. Each chimerid meteor carries a resource of unprecedented power known as chimerium, capable of reshaping organic matter and serving as a potent energy source. Various factions, including the relentless trash locusts, the ruthless Bolza Corporation, and the bizarre Chimerium Cult, have descended upon Gehenna to lay claim to chimerium for their own purposes. Your salvage crew has ventured into this hazardous zone, facing stiff competition, the risk of mutagenic exposure, and environmental threats. Will your crew make it out alive? *We Were Here First* is an adventure module by ENNIE award winner Diogo Nogueira, designed for *Salvage Union*, a post-apocalyptic mech tabletop RPG. It has layout by ENNIE nominated designer Chris Bisette.

GMG LPSUWWHF\$32.00



SHADOW OF MOGG RPG: REVISED EDITION

Shadow of Mogg is a post-brexit tabletop roleplaying game set in the London underground following a catastrophic occurrence known only as the event. All decisions in the game MUST BE VOTED ON AS A GROUP. No individual actions are allowed. The game uses a d6 group, narrative focused resolution mechanic combined with a unique voting procedure that forces all decisions the party makes to be voted on. *Shadow of Mogg* focuses on survival, exploration, old school tunnel crawling and resource management. Players take the role of mostly ordinary members of the British public, whether the oppressed proletariat, a humble baker, a nurse, a firefighter, a time traveller or the Chief Executive of RBS as they eke out survival in an underground society turned inward against itself.

GMG LPMOGRRE\$30.00

LOONEY LABS



FLUXX: SOLO PLAYMAT

Solitaire rules for *Fluxx* finally exist and they work with any *Fluxx* deck! You can play *Solo Fluxx* on any plain tabletop but for added enjoyment, this deluxe 14 x 24 playmat provides marked spots for all the elements, which really enhances the experience. (You can get the rules for *Solo Fluxx* free online, but they're also included with this playmat.) Now *Fluxx* is tons of fun for one!

LOO 129\$20.00

MANTIC ENTERTAINMENT

OFFERED AGAIN



O/A FANTASY ADVENT CALENDAR: BAR ROOM BRAWL

Bar Room Brawl is the game of fantasy tavern mayhem for 3-4 players, complete with miniatures and scenery! Get festive food and drinks back to your party's table, compete with other rowdy adventurers, and watch out for the goblin bouncer... As a holiday gift calendar, you'll get part of the game every day until Christmas - ready to play with your family! Hobbyists can have fun painting the pre-assembled miniatures and scenery, and casual board gamers can use them straight out of the box. Scheduled to ship in November 2024.

MGE MGBBM101\$40.00



O/A SCI-FI ADVENT CALENDAR: DEEP-SPACE PEST CONTROL

Deep Space Pest Control is the game of thrilling sci-fi heroics for 1-2 Players, complete with miniatures and scenery! Evacuate an outpost infested with space rats by sealing their tunnels and holding them back while the colonists escape... As a holiday gift calendar, you'll get part of the game every day until Christmas - ready to play either solo, or against a friend! Scheduled to ship in November 2024.
MGE MGHCM101 \$40.00

HALO: FLASHPOINT

Scheduled to ship in August 2024.



O/A DELUXE BUILDABLE 3D TERRAIN SET

MGE MGHA103..... \$100.00



O/A DICE BOOSTER

MGE MGHA104..... \$20.00



O/A PAINT SET

MGE MGHA105..... \$50.00



O/A HALO: FLASHPOINT RECON EDITION

Halo: FlashPoint is the tactical miniatures game for two players. Your journey begins in the War Games combat arena, bringing a range of classic Halo weapons and game modes to life on your tabletop. Gameplay is fast and intuitive to learn, and there are many tactics to discover that reward cool thinking under fire!

MGE MGHA101..... \$75.00



O/A HALO: FLASHPOINT SPARTAN EDITION

Halo: FlashPoint is the tactical miniatures game for two players. Your journey begins in the War Games combat arena, bringing a range of classic Halo weapons and game modes to life on your tabletop. Gameplay is fast and intuitive to learn, and there are many tactics to discover that reward cool thinking under fire! Choose whether to fight as a Spartan Fireteam or a lance of Banished Elites and prepare for the ultimate tactical tabletop experience.

MGE MGHA102..... \$125.00

MASTERPIECES

PUZZLES (100PC)

Scheduled to ship in August 2024.



FRANKENSTEIN

MST 12446 \$7.99

PLUSHIVERSE™

PLUSHIE TOTE BAGS
MSRP \$20

WE HOLD HANDS!

PLUSHMATES BESTIES
MSRP \$15

REVERSIBLE PLUSHIES
KEYCHAIN
MSRP \$6

REVERSIBLE PLUSHIES
MSRP \$10-20

PLUSHIE FANNY PACKS
MSRP \$20

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DRACULA
MST 12447\$7.99



SLEEPY HOLLOW
MST 32443\$9.99



PUZZLE ROLL-UP 42X24
MST 51694\$16.99



DEFENDERS OF THE WILD
Tactical area control meets fantasy adventure in this card-driven cooperative adventure game of animals against machines from the designer of PARKS and the creator of Bloc by Bloc. Join your fellow animal defenders to clear pollution, fight mechs, breach walls, build camps, and rewild factories across a modular map that changes with each game. Play as one of four unique animal factions: the Council with its fortitude and bread, the Order with its wisdom of the flame, the Sect with its ingenious inventions, or the Coven with its spells and subterfuge. Can the defenders band together to heal the land and defeat the machine invasion? Scheduled to ship in November 2024.
OLG DEF2401\$54.00



WITCH
MST 12448\$7.99



CREEPY CORNERS EZGRIP
MST 32444\$14.99



MASTERPIECES PUZZLE SORT & SAVE TRAYS
MST 52015\$16.99

PUZZLES (300PC)

Scheduled to ship in August 2024.

GLOW IN THE DARK

PUZZLES (500PC)

Scheduled to ship in August 2024.



BIGFOOT
MST 32424\$9.99



HALLOWEEN TERRORS
MST 32185\$14.99



SASQUATCH
MST 32426\$9.99



ON A SCARY NIGHT IN OCTOBER
MST 32271\$14.99



FRANKENSTEIN
MST 32442\$9.99



PUZZLE GLUE WITH SPREADER 50Z
MST 50202\$6.99

OUTLANDISH GAMES

MONSTER FIGHT CLUB



CYBERPUNK RED: COMBAT ZONE - 6TH STREET FACTION STARTER BOX
The 6th Street Starter contains everything you need to field a 6th Street gang in your games of Cyberpunk Red: Combat Zone. 6th Street Gangsters may be used with both Lawmen and Zoner factions. Scheduled to ship in October 2024.
MFC 45131\$50.00



CYBERPUNK RED: COMBAT ZONE - PIRANHA FACTION STARTER BOX
The Piranhas Starter contains everything you need to field a Piranhas gang in your games of Cyberpunk Red: Combat Zone. Piranhas gangsters may be used with both Bozo and Zoner factions. Scheduled to ship in October 2024.
MFC 45130\$50.00

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH - TRIUMPH OF THE TUSK PART 3 OF 3 - DESTROYER'S DOOM (P2)
Once inside Wyvernsting, the PCs must sabotage the defenses, motivate rebellious factions to rise up against their enemies, and finally join Ardax's forces in besieging the city. Yet when the dust clears, the PCs identify the root of the undead uprising that's ravaged the land: a haunted divinity that dwells high in Belkzens mountains. *Destroyer's Doom* is an orc-focused *Pathfinder* adventure for four 9th-level characters. The adventure concludes the *Triumph of the Tusk* Adventure Path, a three-part monthly campaign in which an eclectic band of dignitaries become battle-hardened survivalists fighting for orcs' homeland and independence. Scheduled to ship in December 2024.
PZO 15209-SC\$29.99



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PATHFINDER RPG: FLIP-MAT - COASTLINE

Not a Day at the Beach! When you're an adventurer, heading to the coast doesn't mean a vacation. *Pathfinder Flip-Mat: Coastline* can help you set the scene for adventure without having to draw the map yourself. Whether the heroes are fighting to save a quaint fishing cove or defending a storm-lashed lighthouse from terrors of the sea, this Flip-Mat has your adventures covered! *Pathfinder Flip-Mat: Coastline* measures 24 x 30 unfolded, and 8 x 10 folded. A Flip-Mat's coated surface can handle any dry erase, wet erase, or even permanent marker. Usable by experienced GMs and novices alike, *Pathfinder Flip-Mats* fit perfectly into any Game Master's arsenal. Scheduled to ship in December 2024.

PZO 11021-FM\$19.99

PLAY TO Z



YRO

In *Yro* you have to recruit adventurers in your guild and place them in a 3x3 grid you build during the game. They all have a Combat Value, that will grant points each turn if higher than the opponents one; they can grant you Magic and Technology resource points, that will unlock more powerful abilities Gold that will be useful to recruit more Adventurers and Victory points that will lead you to the final victory. The combat value of your party will be determined by the combat values of your front row of adventurers, and when you recruit 3 adventurers in a row that share a Faction and/or Profession, they will unlock a powerful bonus effect, so wise positioning will also be essential. Scheduled to ship in October 2024.

PTZ 73407\$35.00

SPOTLIGHT ON



POKÉMON TCG: POKE BALL TIN (Q4 2024) DISPLAY (6)

What's Inside a Poke Ball? The answer is Pokémon cards, of course! The *Pokémon TCG: Poke Ball Tin* contains: 3 Pokémon TCG booster packs and 2 sticker sheets. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 210-42331PI

SPOTLIGHT ON



POKÉMON TCG: TAPU KOKO EX / IRON LEAVES EX BATTLE DECK DISPLAY (6)

Powerful Pokémon ex are ready to charge onto the battlefield in the new *Pokémon TCG: ex Battle Decks*! Each 60-card deck is led by an exceptional Pokémon ex and includes everything you need to play right away. Let the battle begin. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 290-86778PI

SPOTLIGHT ON



POKÉMON TCG: CHARIZARD EX SUPER-PREMIUM COLLECTION

With explosive attacks and huge HP, Charizard ex has a commanding presence on the battlefield! Bring that burning tenacity to life on your desk, bookcase, or nightstand with an awesome Charizard figure featuring translucent fire effects to show off a favorite cardlike the foil Charmander, Charmeleon, or Charizard ex you also get in this collection! Even more fun awaits in a stack of 10 booster packs from different *Pokémon TCG* expansions.

PUI 290-85819PI

POKÉMON TCG: HOUNDSTONE EX BOX

Houndstone may look frightening, but if you make friends with it, you'll have a loyal buddy forever! With this set, you get a foil promo card featuring Houndstone as a powerful Pokémon ex, along with a foil card featuring Greavard so you can add both Ghost Dog Pokémon to your deck or collection. And you'll find even more Pokémon partners inside the included *Pokémon TCG* booster packs.

PUI 290-41297PI



SPOTLIGHT ON



POKÉMON TCG: TRAINER'S TOOLKIT (2024)

Turn your card collection into playable, fun, and competitive *Pokémon Trading Card Game* decks! Inside this box, you'll find a plethora of Trainer cards and Special Energy cards, plus a Deck Builders Guide to putting them all together to create a deck that showcases your best Pokémon! You'll find everything you need to help you make the choices every deck builder faces: More strong Pokémon? More strategic Trainer cards? How much Energy is too much? Steer a course for completely new decks, original combos, and all the fun of head-to-head competition with the *Pokémon TCG: Trainers Toolkit*.

PUI 290-85875PI



STRATEGY



RISK GODSTORM

- Includes 382 playing pieces with highly detailed miniatures.
- Includes rules for RISK Godstorm and Classic RISK.
- Command five ancient cultures - Greek, Celtic, Babylonian, Norse, and Egyptian.

10+ 120 2-5

RGS02720 \$75

OCTOBER RELEASE!

STRATEGY



VEGAS SHOWDOWN

- Same great gameplay with all new art and graphic design.
- Outbid your opponents to get the best contractors to work on your project.
- The builder of the most famous hotel/casino wins.

12+ 75 3-5

RGS02716 \$40

OCTOBER RELEASE!

STRATEGY



ACQUIRE:
60TH ANNIVERSARY EDITION

- Deluxe Acquire themed weighted poker-style money chips and drawstring tile bag.
- Removable Stock & HQ tray.
- Reintroduces the Player Powers game variants.

12+ 90 2-6

RGS02711 \$100

OCTOBER RELEASE!

MINIATURES



HEROSCAPE:
REVNA'S REBUKE: IRON LICH VISCEROT AND
NECROTECH WRAITHRIDERS ARMY EXPANSION

- Four new highly detailed and fully assembled miniatures.
- One new unique hero and one unique squad for Heroscape.
- Featuring additional support for Valkyrie General Revna.

14+

RGS02699 \$45

OCTOBER RELEASE!

MINIATURES



HEROSCAPE:
REVNA'S REBUKE:
KYRIE WARRIORS ARMY EXPANSION

- Five new heroes for Heroscape.
- Featuring the Kyrie Warriors summoned during the Age of Annihilation.
- Highly detailed and fully assembled.

14+

RGS02698 \$45

OCTOBER RELEASE!

MINIATURES



HEROSCAPE:
WATERS OF VALHALLA TERRAIN EXPANSION

- Over 40 hexes.
- All new 3-hex water tiles.
- Includes healing Wellspring Water Tiles.

14+

RGS02721 \$30

OCTOBER RELEASE!

MINIATURES



HEROSCAPE:
LANDS OF VALHALLA TERRAIN EXPANSION

- Unlock a plethora of map-building possibilities and expand your creative horizons.
- 63 Hex Terrain Tile Pieces.
- Features a new sand 24-Hex Tile.

14+

RGS02700 \$70

OCTOBER RELEASE!



RENEGADE
GAME STUDIOS

WWW.RENEGADEGAMES.COM



STRATEGY

PRE-ORDER
NOW!**THE VALE OF ETERNITY:
ARTIFACTS EXPANSION**

- Discover amazing creatures and unleash the potential of Artifacts.
- Create even MORE epic card combos and engines using Artifacts!
- Adds 28 creature cards with new effects to the deck.

14+ 40-60 2-4

RGS02784

\$25

NOVEMBER RELEASE!

STRATEGY

PRE-ORDER
NOW!**ROBO RALLY:
TURN & BURN EXPANSION**

- New board elements include chop shops, repulsor fields, and trapdoors!
- 5 new upgrade cards to add to your games!
- Updated reprint of the classic Grand Prix Expansion from 1997!

12+ 40-90 2-6

RGS02750

\$20

NOVEMBER RELEASE!

STRATEGY

PRE-ORDER
NOW!**ROBO RALLY:
CONTAMINATION EXPANSION**

- New board elements include radiation, radioactive waste, and one-way walls!
- 5 new upgrade cards to add to your games!
- Updated reprint of the classic Radioactive expansion from 1998!

12+ 40-90 2-6

RGS02751

\$20

NOVEMBER RELEASE!

ROLEPLAYING

NEW
RELEASE!**G.I. JOE: ROLEPLAYING GAME:
INTERCONTINENTAL ADVENTURES:
FACTIONS IN ACTION VOL. 2 SOURCEBOOK**

- In-depth looks at the history of the Arashikage, Dreadnoks, and Oktober Guard.
- 40 new General Perks, 17 new gear and upgrades, 11 new vehicles, and more!
- Contact and Threat stat blocks for international operatives

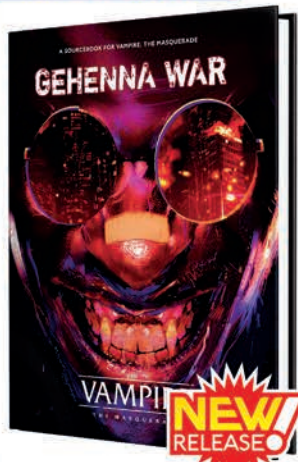
14+

RGS11159

\$45

OCTOBER RELEASE!

ROLEPLAYING

NEW
RELEASE!**VAMPIRE THE MASQUERADE:
5TH EDITION ROLEPLAYING GAME:
GEHENNA WAR SOURCEBOOK**

- An overview of the Gehenna War and its impact on the major Kindred sects.
- Rules for creating action-focused characters for action chronicles along with pre-written stories to drop into any chronicle.
- Emphasizes action conflict including chases, gunfights, dueling, and infiltration.

18+

RGS11156

\$45

OCTOBER RELEASE!

ROLEPLAYING

NEW
RELEASE!**VAMPIRE THE MASQUERADE:
5TH EDITION ROLEPLAYING GAME:
DISCIPLINE DECK ACCESSORY**

- Have the text of your character's disciplines at your fingertips.
- Contains all Discipline powers from both Vampire: The Masquerade and the Vampire Players Guide.
- Contains all the Oblivion powers and Oblivion Ceremonies.

18+

RGS02604

\$25

OCTOBER RELEASE!

ROLEPLAYING

PRE-ORDER
NOW!**VAMPIRE THE MASQUERADE:
5TH EDITION ROLEPLAYING GAME:
REVELATIONS OF THE DARK MOTHER ACCESSORY**

- A rebirth to a Vampire: The Masquerade classic last printed over 20 years ago.
- Presents sacred texts and rites of the Bahari, featured in the core Vampire: The Masquerade book and Cults of the Blood Gods.
- A new forward to this printing by Ayisha Jocastation, the Malkavian who widely distributed The Book of Nod.

18+

RGS01167

\$40

NOVEMBER RELEASE!





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RESTORATION GAMES

SPOTLIGHT ON



THUNDER ROAD: VENDETTA - CARNIVAL OF CHAOS EXPANSION

Carnival of Chaos is an expansion for *Thunder Road: Vendetta* (or *Thunder Road: Vendetta Maximum Chrome*) that offers a new way to play. Players race their cars into the arena, collecting wild party favors, powerful super-weapons, and precious scrap along the way. This expansion also includes a full set of vehicles and a dashboard, so you can play with a fifth player using this expansion or in the regular game. Scheduled to ship in October 2024.

REO 9412 \$40.00

SICLEN STUDIO



COSMIC CHAINS (DELUXE EDITION)

In *Cosmic Chains*, a competitive dueling card game, two players build satellite chains in space to provide the best Internet connection for planet Earth. The longer the chain is, the faster people can load their favorite websites. Both players have identical decks (but with different characters!) and only one action to spend on each turn. They can launch satellites, swap them with one another to move them around the looped chain, and use their special effects to outsmart the opponent or destroy their satellites and break their chain. The competition is real, so do whatever it takes to make your chain the longest! The player with the most Victory Points survives the battle in orbit and wins the game. Scheduled to ship in November 2024.

SIS CCKE001 \$30.00

SIRIUS DICE



D20 NECKLACE: BLACK WIDOW

The *Black Widow D20 Necklace* is a hauntingly beautiful accessory for RPG enthusiasts. This necklace features a striking black widow spider design intertwined with a D20 snowglobe die, perfect for those who love to embrace the spooky side of gaming. The D20 can be easily detached and used in gameplay, making it both a stylish and functional piece.

SDZ 0022-01 \$25.00



D20 NECKLACE: NIGHT SKY

The *Night Sky D20 Necklace* – a celestial accessory for RPG enthusiasts. This enchanting necklace features a pendant shaped like a crescent moon, perfectly capturing the mystique of the night sky. Encased within the moon is a D20 die filled with shimmering purple glitter, reminiscent of twinkling stars against a deep, cosmic backdrop.

SDZ 0022-03 \$25.00

RPG DICE SETS (7)

SPOTLIGHT ON



SHARP FAIRY - CRYSTAL

SDZ 0014-10 \$25.00

SPOTLIGHT ON



SHARP FAIRY - NIGHT

SDZ 0014-09 \$25.00



UNICORN - BLUE

SDZ 0021-03 \$9.99



UNICORN - PURPLE

SDZ 0021-02 \$9.99



UNICORN - PINK

SDZ 0021-01 \$9.99



UNICORN - TEAL

SDZ 0021-04 \$9.99

SIT DOWN GAMES



MAPS OF MISTERRA

In *Maps of Misterra*, you play as a cartographer exploring an island, drawing the surrounding landscape on your Parchment board. The island is revealed as you make your observations. Score points by mapping reality or completing personal hidden goals.

SDO 015 \$34.99

SNOWDALE DESIGN

LANDS OF GALZYZR

Scheduled to ship in September 2024.

LANDS OF GALZYZR

Lands of Galzyr is an adventure board game set in an open, story-rich world. Acquire prestige as a cunning and ambitious adventurer by exploring the lands and by taking on challenging quests. Your actions have long-lasting consequences in the evolving and persistent game world. Your decisions affect not only the current game, but the following games as well. Each game of *Lands of Galzyr* picks up where the previous one left off thanks to a clever save and load mechanism. The game records and remembers everything relevant, so there is no need for manual bookkeeping.

SDD SWG221301 \$89.95



ADVENTURE JOURNAL

Keep track of your journey across Galzyr with the *Adventure Journal*! The journal has enough pages to log 102 individual games. The covers of the *Adventure Journal* are made from faux leather.

SDD SWG221401 \$11.95

CARD SLEEVE PACK (250)

Transparent tight fit premium card sleeves, with matte non-glare finish. The sleeves are 80 microns thick. One pack contains 250 sleeves. You need 2 packs to have enough to sleeve the whole base game with spares. Each expansion needs 1 additional pack of 250 sleeves.

SDD SWG221501\$14.95



DICE TRAY

A felt dice tray with etched *Lands of Galzys* logos both inside and outside. The corners can be snapped open and the tray stored flat inside the game box.

SDD SWG221601\$16.95



EXTRA DICE SET

SDD SWG221701\$16.95



PLAYMAT + BAG

SDD SWG221801\$26.95

PEACEMAKERS: HORRORS OF WAR

Scheduled to ship in September 2024.



PEACEMAKERS: HORRORS OF WAR

Peacemakers: Horrors of War is a thematic co-operative board game where you attempt to bring peace. The game can be played with up to 4 players, including solo. As an adventurer, you try to stop armed conflicts between animalfolk nations. Do your best to avoid the horrors a destructive war would inflict. The armies in the game act independently, so you cannot control them directly. Instead, you get multi-use resource cards, which you can use to thwart their plans. You only get a few new cards each round, so you have to figure out when and how to make the best use of them.

SDD SWG241901\$64.95



HORRORS OF WAR - CARD SLEEVE PACK (330)

SDD SWG242101\$16.95



SHARED NIGHTMARES EXPANSION

Want even more horrors? Get ten new unique horror cards in the *Shared Nightmares* mini expansion for *Peacemakers: Horrors of War* to increase variety even further.

SDD SWG242001\$5.95

Tsuro: Phoenix Rising

Game play
20-50
minutes

Ages
8+

2-8
players

www.CalliopeGames.com



GAMES

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STEAMFORGED GAMES

WARMACHINE: CRYX -
NECROFACTORIUM

Scheduled to ship in October 2024.

SPOTLIGHT ON



AUXILIARY EXPANSION

SFL SFIK-CRX057 \$149.99

CORE EXPANSION

SFL SFIK-CRX056 \$159.99

STUDIO HERMITAGE



OUR BRILLIANT RUIN RPG

Our Brilliant Ruin is a tabletop roleplaying game set in the Dramark, a place where the last fragile remains of society live in the shadow of a dying world. The Ruin, a preternatural force befouling everything it touches, has ravaged geography and culture alike, wreaking destructive havoc and loosing monstrous creatures into a previously bucolic region. Written by industry veterans Justin Achilli (*World of Darkness* series, *Assassins Creed* series), Rachel J. Wilkinson (*Vampire the Masquerade: Port Saga*, *Dune: Adventures in the Imperium*), and Pam Punzalan (*Journeys through the Radiant Citadel*, 2022 Nebula Award Finalist). Scheduled to ship in November 2024.
SHO BR1001 \$50.00

ULTRA PRO
INTERNATIONAL

VIVID - COOL MATCHA

Scheduled to ship in December 2024.



9-POCKET ZIPPERED PRO-BINDER
UPI 16491 PI



12-POCKET ZIPPERED
PRO-BINDER
UPI 16492 PI



ALCOVE EDGE DECK BOX
UPI 16493 PI



ALCOVE FLIP DECK BOX
UPI 16494 PI



HEAVY METAL D20 DICE
UPI 16495 PI



MAGNETIC FOLDING DICE TRAY
UPI 16496 PI

VIVID - MIDNIGHT PLUM

Scheduled to ship in December 2024.



9-POCKET ZIPPERED PRO-BINDER
UPI 16484 PI



12-POCKET ZIPPERED
PRO-BINDER
UPI 16485 PI



ALCOVE EDGE DECK BOX
UPI 16486 PI



ALCOVE FLIP DECK BOX
UPI 16487 PI



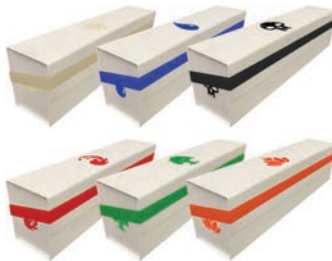
HEAVY METAL D20 DICE
UPI 16488 PI



MAGNETIC FOLDING DICE TRAY
UPI 16489 PI



MAGIC THE GATHERING CCG:
FIGURINES FROM THE VAULT
LEGENDS - NIV-MIZZET
Scheduled to ship in November 2024.
UPI 38220 PI



MAGIC THE GATHERING CCG:
MANA 8 500+ FLAT PACK
STORAGE BOX
Scheduled to ship in November 2024.
FOREST
UPI 19947 PI
ISLAND
UPI 19944 PI
LOTUS
UPI 19948 PI
MOUNTAIN
UPI 19946 PI
PLAINS
UPI 19943 PI
SWAMP
UPI 19945 PI



MAGIC THE GATHERING CCG:
MANA 8 DROPSHIP STORAGE
BOX LOTUS
Scheduled to ship in November 2024.
UPI 19874 PI

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A Great Adventure Needs a Great Beginning



The ultimate introduction to tabletop roleplaying games





**MAGIC THE GATHERING CCG:
MANA 8 DUO DECK BOX LOTUS**

Scheduled to ship in November 2024.
UPI 19924.....PI



**POKÉMON TCG: PORYGON
EVOLUTIONS PLAYMAT - STITCHED**

Scheduled to ship in February 2025.
UPI 16479.....PI



**DOG MAN: THE SCARLET SHEDDER
CARD GAME**

Scheduled to ship in November 2024.
UNI 7018.....\$13.50



**DICE SET: D6 ONE PIECE
PREMIUM (6)**

Scheduled to ship in September 2024.
USO AC113-879.....PI



**WARHAMMER 40K:
SPACE MARINES -
ADEPTUS ASTARTES**

Scheduled to ship in
February 2025.

**105CT APEX DECK
PROTECTOR SLEEVES**

UPI 16439.....PI

ALCOVE FLIP

UPI 16440.....PI

**CODEX BOOK FOLIO -
DEBOSSSED & PRINTED**

UPI 16438.....PI

DATASHEET FOLIO

UPI 16437.....PI

DICE SCROLL

UPI 16435.....PI

FOLDING DICE

UPI 16436.....PI

PLAYMAT - STITCHED

UPI 16481.....PI

**WARHAMMER 40K:
TYRANID**

Scheduled to ship in
February 2025.

**105CT APEX DECK
PROTECTOR SLEEVES**

UPI 16445.....PI

ALCOVE FLIP

UPI 16446.....PI

**DEBOSSSED
& PRINTED**

UPI 16444.....PI

DATASHEET FOLIO

UPI 16443.....PI

DICE SCROLL PREMIUM

UPI 16441.....PI

FOLDING DICE

UPI 16442.....PI

TRAY PREMIUM

UPI 16482.....PI

**WARHAMMER 40K:
UNIVERSAL**

Scheduled to ship in
February 2025.

**CODEX BOOK FOLIO -
DEBOSSSED & PRINTED**

UPI 16434.....PI

DATASHEET FOLIO

UPI 16433.....PI

DICE SCROLL

UPI 16429.....PI

PREMIUM PRINTED

UPI 16430.....PI

FOLDING DICE

UPI 16431.....PI

INDEX CARD

UPI 16432.....PI



PETE THE CAT: PIZZA PIE GAME

Cooperative game using a spin-and-move mechanic. Move the number of spaces resulting on the spinner. Land on a green space and collect that many pizza toppings. Land on a red space and give back that many. Land on a pizza+ space, take two toppings and give them to any other player. When one person collects five toppings, they are allowed to place them on the pizza. The game ends when all toppings are successfully collected from the box and placed on the pizza! Scheduled to ship in November 2024.
UNI 1255.....\$16.99

**THE ULTIMATE COUPLES
QUIZ GAME**

Scheduled to ship in November 2024.
UNI 7208.....\$14.99



**MARVEL DICE THRONE:
DEADPOOL DELUXE EXPANSION**

Marvel X-Men Dice Throne - Deadpool Expansion is an expansion of the fast-playing, dice-rolling combat game that puts players in the role of Deadpool, with his own set of dice, player board, and unique deck of cards. Attack your opponents and activate abilities such as Fiesta, Mutant Healing, and Finger Guns. Use dice rolls to accumulate combat points, and spend them on action cards that allow for ability upgrades. Deadpool is compatible with the entire Dice Throne ecosystem. Scheduled to ship in October 2024.
USO DT011-464.....PI



**MARVEL DICE THRONE:
X-MEN BOX 1 FIGHTERS
(ICEMAN, PSYLOCKE, STORM,
AND WOLVERINE)**

Marvel X-Men Dice Throne is a fast-playing, dice-rolling combat game that lets players battle as their favorite X-Men heroes in one-on-one duels, team battles, and free-for-alls! Based on the smash success Dice Throne, this Marvel X-Men Dice Throne 4 Hero Box puts players in the roles of Iceman, Psylocke, Storm, and Wolverine, each with their own set of dice, player board, and unique deck of cards. Scheduled to ship in October 2024.
USO DT011-876.....PI

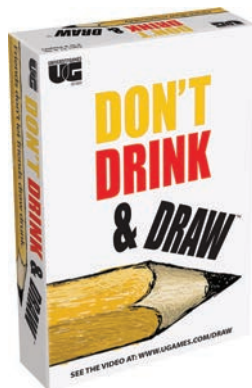
UNIVERSITY GAMES



ABALONE STRATEGY GAME

This beautiful and functional board has room for two teams of large marbles. Players take turns pushing the marbles around the board, with the goal of pushing six of the opposing player's marbles off the board. The central idea is that a column of marbles has weight given by the number of marbles in line. Someone will need to push with a heavier group of marbles in order to push the column along that axis. However, with six possible directions, it's difficult to defend yourself perfectly. Also, it's possible to play the game with up to six players when supplemental marble sets are purchased. Scheduled to ship in November 2024.

UNI 1855.....\$34.99



DON'T DRINK & DRAW

It's party mayhem in this hilarious game where every player draws and guesses on every turn! Choose your Person, Action and Location cards, then draw the combination. Whether it is Madonna throwing up on the moon or Batman doing a striptease in Central Park, everyone is guaranteed laughs as they guess each other's drawings. Don't Drink and Draw is the natural rowdy successor to Pictionary in party drawing games! Scheduled to ship in November 2024.

UNI 1383.....\$16.99

USAOPOLY



CLUE: MUPPETS

Join Muppets Kermit (Mayor Green), Fozzie (Colonel Mustard), and more as they put on a Murder Mystery Show in Clue The Muppets! Explore the Muppet Theater and track down Clues leading to classic Muppet props to figure out WHO did it, WHERE it happened, and WHAT weapon was used! Scheduled to ship in September 2024.
USO CL004-016.....PI



MARVEL DICE THRONE: X-MEN BOX 2 LOVERS (CYCLOPS, JEAN GREY, GAMBIT, AND ROGUE)

Featuring all-new mechanisms and asymmetrical designs, these are some of our most innovative and exciting heroes yet! In *Marvel Dice Throne: X-Men Box 2*, you become one of Marvel's iconic X-Men: Cyclops, Gambit, Rogue, and Jean Grey. All heroes are compatible with the entire *Dice Throne* ecosystem, and features a deluxe, highly functional, Battle Chest storage system, with a beautiful set of custom swirl dice for each hero! Scheduled to ship in October 2024.

USO DT011-877 PI



PUZZLE: HARRY POTTER - MAGIC OF HOGWARTS - GLOW 1000PCS

Scheduled to ship in September 2024.

USO PZ010-613..... PI



YAHZEE: ONE PIECE

Prepare for a showdown on the Blue Sea with *YAHZEE*, America's 1 dice game! The legendary Straw Hat Crew are on deck as you shake up your fate with *YAHZEE: One Piece*. With an iconic straw hat as your dice cup, toss dice featuring Monkey D. Luffy, Nami, Sanji, Usopp, Zoro and Chopper. Roll your way to victory by collecting combinations like Full House, Large Straight, and 5 of a Kind! Scheduled to ship in September 2024.

USO YZ113-879 PI

TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS

YAHZEE: THE NIGHTMARE BEFORE CHRISTMAS - SALLY

Take a trip to Halloween Town and play *Americas 1 dice game* with Sally! Drop the custom dice featuring Zero; The Mayor; Lock, Shock, and Barrel; Oogie Boogie; Jack; and Sally. Go for the top score with entries for Full House, Large Straight, and *YAHZEE!* Scheduled to ship in September 2024.

USO YZ004-887 PI

UVS GAMES



UNIVERSUS TCG: ATTACK ON TITAN - ORIGINS OF POWER - DOUBLE TAKEDOWN PLAYMAT

Scheduled to ship in November 2024.

UVS AOT02-PM4 \$24.99



UNIVERSUS TCG: ATTACK ON TITAN - ORIGINS OF POWER - LETHAL STRIKE PLAYMAT

Scheduled to ship in November 2024.

UVS AOT02-PM2 \$24.99



UNIVERSUS TCG: ATTACK ON TITAN - ORIGINS OF POWER - TEMPORARY REPRIEVE PLAYMAT

Scheduled to ship in November 2024.

UVS AOT02-PM3 \$24.99



UNIVERSUS TCG: ATTACK ON TITAN - ORIGINS OF POWER - THE SECOND ACT PLAYMAT

Scheduled to ship in November 2024.

UVS AOT02-PM1 \$24.99

SPOTLIGHT ON



UNIVERSUS TCG: CRITICAL ROLE - CHALLENGER SERIES 02 ASSORTED DISPLAY (8)

Whether diving into dungeons or exploring the wilderness, the characters from *Critical Role* are always ready for a good time! UVS Games is bringing the exciting world of Exandria, home to the many campaigns of *Critical Role*, to *UniVersus*! Scheduled to ship in October 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS CHA02AD \$279.92

SPOTLIGHT ON



UNIVERSUS TCG: GODZILLA - CHALLENGER SERIES 03 - ASSORTED DISPLAY BOX (4)

The monsters of legend rise to do battle! In this exciting new *Challenger Series*, you can use the might of Godzilla, his friends, or his enemies to vanquish your foes. Scheduled to ship in October 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS CHA03AD \$139.96

SPOTLIGHT ON



UNIVERSUS TCG: MY HERO ACADEMIA - SET 7: GIRL POWER BOOSTER DISPLAY (24)

The *My Hero Academia: Girl Power* booster set will feature all your favorite female students, heroes, and villains. Building on previous *My Hero Academia* releases in the *UniVersus CCG*, this set will have over 180 new cards to get players excited! Scheduled to ship in October 2024. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS MHA07-BD \$110.00

SPOTLIGHT ON



UNIVERSUS TCG: STAR TREK - LOWER DECKS - CHALLENGER SERIES DISPLAY (4)

Get ready to explore strange new worlds and boldly go where no one has gone before! Join the lower-deck crew with the *STAR TREK Lower Decks Challenger Series*. These 60-card decks are ready to play right out of the box, featuring characters from the U.S.S. Cerritos: Mariner, Boimler, Tendi, and Rutherford. Each deck includes two different character cards of the featured character, a 6-card collector booster pack with alternate art or parallel foil versions of cards from the release, and a booklet with a card checklist and information for new players. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS STK05D \$139.96



UNIVERSUS TCG: TEKKEN 8 - JIN PLAYMAT

Scheduled to ship in October 2024.

UVS TK801-PM1 \$24.99



UNIVERSUS TCG: TEKKEN 8 - PAUL PLAYMAT

Scheduled to ship in October 2024.

UVS TK801-PM2 \$24.99



WISE WIZARD GAMES

SHERLOCK SOLITAIRE

Sherlock Solitaire is a solo and/or co-operative card game that puts players in the shoes of Watson and Holmes! Take on some of Sherlock Holmes' most famous mysteries in this smart, quick strategy card game. With a little luck, you may even be able to thwart the dastardly Professor Moriarty and his agents once and for all! Are you clever enough to survive and solve the case? Contains 55 game cards and a rules sheet. Scheduled to ship in October 2024.

WWG SLK001\$9.95



WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: FOUNDATIONS BEGINNER BOX

This *Beginner Box* includes everything you and a friend need to play, including 2 Playmats that will show you where to place your cards, 2 Spindowns to track your life totals, and 1 Rules Reference booklet to answer any questions you have along the way. In this box, you'll find everything you need to start your *Magic: The Gathering* journey—a tutorial game guided by two step-by-step booklets, plus a variety of ready-to-play card packets to explore once you understand the basics.

WOC D36390000.....PI

FEATURED ITEM



MAGIC THE GATHERING CCG: FOUNDATIONS BUNDLE

Whether you're treating yourself or a lucky fan in your life, you can't go wrong with a *Foundations Bundle* full of cards and accessories. Meet Magic's most

popular characters, raise

zombies or cats, and strategically

command armies or ancient power; this set

covers Magic's greatest hits and it's the perfect way to start playing with your friends. The best time to play your first Magic game is now. Dive into *Foundations* to create and share your quintessential *Magic: The Gathering* experience playing with and collecting cards selected to give every player the advantage.

WOC D36350000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: FOUNDATIONS COLLECTOR BOOSTER DISPLAY (12)

Collect beautiful *Borderless* or *Extended-Art* cards that put a card's art on full display with at least 3 in every pack, including the possibility of fan-favorite *Borderless* cards reprinted with new art. The best time to play your first Magic game is now. Dive into *Foundations* to create and share your quintessential Magic: The Gathering experience playing with and collecting cards selected to give every player the advantage. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D36300000.....PI



FEATURED ITEM



MAGIC THE GATHERING CCG: FOUNDATIONS JUMPSTART BOOSTER DISPLAY (24)

Jumpstart Boosters are a fast, fun way to jump into a Magic game; just grab two boosters, shuffle them together, and you're ready to go! Every *Foundations Jumpstart Booster* contains 1 card with anime-inspired art and includes 1-2 cards or rarity Rare or higher to jumpstart your collection. Make Magic happen with amazing mash-ups. Just grab two *Jumpstart Boosters*, shuffle them together, and you're ready to go! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

WOC D32310000.....PI



FEATURED ITEM

MAGIC THE GATHERING CCG: FOUNDATIONS PLAY BOOSTER DISPLAY (36)

Each Play Booster contains 1-4 cards of rarity Rare or higher, including the possibility of a Special Guest Mythic Rare card featuring a beautiful alt-frame treatment from Magic's history. The best time to play your first Magic game is now. Dive into Foundations to create and share your quintessential *Magic: The Gathering* experience playing with and collecting cards selected to give every player the advantage. This *Foundations Play Booster Box* contains 36 Play Boosters, perfect for both Limited play and opening packs just for fun. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



WOC D36280000.....PI



FEATURED ITEM

MAGIC THE GATHERING CCG: FOUNDATIONS STARTER COLLECTION

This truly astounding box boasts over 350 cards with essential staples for any color and any way you want to play. The *Foundations Starter Collection* includes 6 Borderless cards and 10 Full-Art Land cards. Collect coveted Rare and Mythic Rare cards and cards that gleam with a beautiful foil treatment; this collection includes 75 cards of rarity Rare or higher and 26 Traditional Foil cards (8 of which are Rare or Mythic Rare), plus you'll find more in the included Play Boosters! Whether you want to draft with friends or open packs just to see what you get,

Play Boosters are specially balanced for play and fun to open, with 1-2 foil cards and 1-4 cards of rarity Rare or higher in each pack, plus the possibility of an Art card showcasing a piece of art from the set.

WOC D36310000.....PI

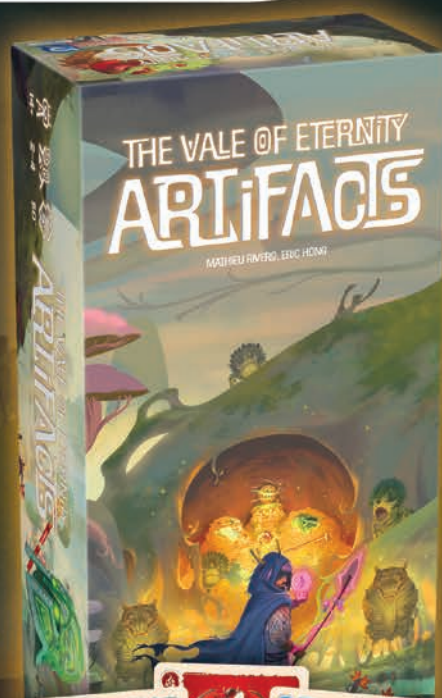


WIZKIDS/NECA

DUNGEONS & DRAGONS ONSLAUGHT: THE GREAT GIANT GAMES SCENARIO KIT

This annual festival transforms the historic battles between giants and humans into a celebrated spectacle of gladiatorial sport. Anything goes here, but if you beat the giants too badly, tempers may flare...Each thrilling, strategic game of Onslaught begins with selecting a scenario, which determines the map, the monsters, the goals and more! Scenario Kits quickly expand the amount of gameplay content for Onslaught players, using existing content to provide excellent value, and giving them the option to use available miniatures, or miniatures they may already have, in new ways. This kit introduces 6 epic new scenarios, and adds giants to the game, creating epic battles through an interconnected story. Scheduled to ship in January 2025.

WZK 89735.....\$24.99



- 28 new beautifully illustrated creature cards with new effects.
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- Play with or without Artifacts and just add the new creature cards for normal gameplay.

Discover amazing new creatures and unleash the potential of Artifacts!

Available November 2024

Ages 14+ RGS02784 MSRP \$25



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SPOTLIGHT ON



DUNGEONS & DRAGONS CLASSIC COLLECTION: MONSTERS S-T

D&D *Classic Collection: Monsters S-T* is the penultimate sixth set in our line of highly collectable pre-painted miniatures inspired by iconic monsters from the original *Dungeons & Dragons Monster Manual*. These minis are great for bringing classic flair to your tabletop or to show off as a collector's piece. Each set in the *Classic Collection: Monsters* line is presented in stylized packaging resembling a tome of monster lore, decorated with the original *Monster Manual* artwork. This set contains: *Salamander, Satyr, Shambling Mound, Stirge, Treant, Troglydte, and Troll*. Scheduled to ship in February 2025.

WZK 96270 \$79.99

DUNGEONS & DRAGONS GAMELINGS: RED DRAGON

Gamelings are collectable wooden tokens designed and painted to represent some of your favorite creatures, characters, and more! Use them to upgrade and add unique flavor to your favorite board games (they make great round markers, 1st player markers, score trackers and more!), or just collect them to display your fandom! The Red Dragon stands 4 inches tall, and will tower over the other pieces anywhere you use it. Scheduled to ship in November 2024.

WZK 86353 \$9.99



DUNGEONS & DRAGONS GAMELINGS: ICONIC MONSTERS

Gamelings are collectable wooden tokens designed and painted to represent some of your favorite creatures, characters, and more! Use them to upgrade and add unique flavor to your favorite board games (they make great round markers, 1st player markers, score trackers and more!), or just collect them to display your fandom! The *Iconic Monsters* set includes a *Beholder, a Displacer Beast, an Owlbear, a Gelatinous Cube, an Intellect Devourer, and a Mimic*. Scheduled to ship in November 2024.

WZK 86351 \$14.99



DUNGEONS & DRAGONS: NOLZUR'S MARVELOUS UNPAINTED MINIATURES - W24

Scheduled to ship in January 2025.



ARCHDRUID & MARTIAL ARTS ADEPT

WZK 90695 \$5.99



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WZK 90703 \$4.49



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WZK 90739 \$4.49



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WZK 90704 \$4.49



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PIRATE DECK WIZARD

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WZK 90705 \$4.49



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WZK 90707 \$8.99



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SPOTLIGHT ON



MARVEL HEROCLIX: 400 - CAP'S KOOKY QUARTET

With the *Marvel HeroClix 400: Cap's Kooky Quartet* you'll be ready to play a super-sized game of *HeroClix* with your friends! Scheduled to ship in April 2025.

WZK 85044 \$34.99

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SPOTLIGHT ON



MARVEL HEROCLIX: 400 - WARRIORS OF WAKANDA

Wise leaders, strong warriors, brilliant scientists - Wakanda has it all! With the *Marvel HeroClix 400: Warriors of Wakanda* you'll be ready to play a super-sized game of HeroClix with your friends! Contains: 4 HeroClix figures and their character cards, Black Panther (T'Challa) Black Panther (Shuri) M'Baku, Killmonger, 2 HeroClix Objects and their object cards, Vibranium, Heart-Shaped Herb. Scheduled to ship in January 2025.
WZK 85053 \$34.99



MARVEL HEROCLIX: ICONIX - CUPID DEADPOOL AND CABLE

The odd couple of the Marvel Universe: Cable is a soldier from the future, fighting for peace today while Deadpool is the wisecracking, weapon-for-hire by product of the military's Weapon X program. Sparks will fly when this crazy duo kicks butts and takes names on your next HeroClix team! Whether you're a hardcore HeroClix tournament player, or enjoy collecting minis, this Iconix is overflowing with personality. Scheduled to ship in February 2025.
WZK 85029 \$24.99



SPOTLIGHT ON



MARVEL HEROCLIX: SMASH AND DESTROY BOOSTER BRICK (12)

Hulk. Magneto. Juggernaut. Goliath. They all have one thing in common: if there is a fight, they're ready to bring the house down! With their destructive force on your team, you'll be ready to win your next game of HeroClix! *Marvel HeroClix: Smash and Destroy* gives players the chance to beat up opposing teams like never before. Crack open the surprises in these boosters! Whether you want to build your own army to capture the Hulk or want to redeem Juggernaut's reputation with the Unstoppables there are new and exciting teams to build! Epic battles won't be limited to Earth - some of Asgard's mightiest warriors feature prominently in this set too! Get the most out of brutes and heroes from your collection with brand new Legacy Cards! One-Shot cards make an exciting return, letting you capture memorable moments as part of your strategic gameplan! Scheduled to ship in March 2025.
WZK 85022 \$203.88



MARVEL HEROCLIX: SMASH AND DESTROY PLAY AT HOME KIT

Red Hulk is a musclebound menace, and he's got help from the Los Diablos MP! Have them face off or team up like never before in this *HeroClix* set! With a clear window to show off the character inside, players know exactly what figures they are getting in this *Play at Home Kit*! Scheduled to ship in March 2025.
WZK 85025 \$24.99

MARVEL HEROCLIX: SMASH AND DESTROY RETAIL CHASE BOOSTER

Some people enjoy the finer things in life: enchanted crowbars, magical wrecking balls, or *Retail Chase Booster Organized Play Kits*! *Retail Chase Booster Organized Play Kits* let stores bring the most exciting figures in boosters to their in-store events! *Retail Chase Booster Organized Play Kits* can be used for tournament prizeing at a store's discretion. Some suggestions are: Giving the entire booster to the event winner, unopened. Use other things as the prizeing for other players. Opening the booster and letting the top players take turns picking items from the retail chase booster until all items are gone. Tracking games that players win over the course of a month and giving the *Retail Chase Booster* to the player who wins the most games. Scheduled to ship in March 2025.
WZK 85028 \$49.99



PATHFINDER BATTLES: DEEP CUTS - W24

Scheduled to ship in January 2025.



HOBGOBLIN SOLDIER

WZK 90744 \$4.49



LIFEELECHER BRAWLER

WZK 90743 \$4.49



KASA-OBAKE

WZK 90745 \$4.49



ORC BRUTE

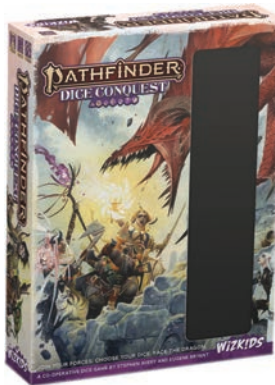
WZK 90742 \$4.49

SPOTLIGHT ON



PATHFINDER BATTLES: WRATH OF THE WILD - BATTLE BRICK (24)

Call the forces of the wilderness with the new *Pathfinder Battles: Wrath of the Wild miniatures set*! Ambush your heroes with werewolves, scorpions, spiders and more. *Wrath of the Wild* has great options for creating encounters in a classic fantasy wilderness. Collect all 18 figures from this set of randomly sorted monsters and characters in our exciting line of Pathfinder miniatures. Whether you're purchasing boosters one at a time or as a whole Battle Brick to build your army, your players won't be disappointed at the vast array of villains awaiting them at the heart of the wilderness. Scheduled to ship in February 2025.
WZK 97574 \$143.76



PATHFINDER DICE CONQUEST
Face a gauntlet of iconic *Pathfinder* monsters, either solo or with up to 3 friends, using a set of 7 polyhedral dice as your weapons! Use the included set, or any of your favorite standard sets! Each round you'll roll the dice and take turns placing them on monsters, doing damage equal to the die's value. Defeat them by doing damage equal to or greater than their health, using your character's abilities and items to increase the damage! Many monsters will have special requirements, like the Jinkin, who must be defeated with seven damage EXACTLY! Defeat one of three randomly-determined bosses at the bottom of the deck for your heroes to stand triumphant and win the game! Pick from 6 unique characters to play, and, to make things more challenging, add in advanced spell cards! The game box features a window showing off the eye-catching purple and gold dice included with the game! Scheduled to ship in March 2025.
WZK 87522.....\$19.99

WIZKIDS DEEP CUTS: W24
Scheduled to ship in January 2025.



STONE LION
WZK 90747.....\$8.99



ZOMBIE GRIZZLY BEAR
WZK 90746.....\$8.99

WONDERBOW

SPOTLIGHT ON



KELP
A head-to-head battle of wits between an Octopus and a Shark. *Kelp* is a two-player asymmetrical game that offers players a unique opportunity to delve into the natural world of Pyjama Sharks and Common Octopuses, set in a South African kelp forest. As players take on the roles of these iconic sea creatures, they will discover that the gameplay mechanics closely mirror their real-life counterparts. Each has a unique path to victory. The Octopus sneaks around the board by playing cards and managing their hidden and revealed blocks, channeling the creature's remarkable ability to camouflage and deceive. Scheduled to ship in November 2024.
GGC WB0002.....\$49.99



KELP: BRILLIANT BEHAVIOURS EXPANSION

Dive even deeper into the world of *Kelp*! A set of 6 mini-expansions adding new strategies, shenanigans and tons of replayability. They can be mixed and matched or even stacked. Change the board. Ride a jellyfish. Feel the thrill. The *Brilliant Behaviours* Set consists of 6 different Mini Expansions: The Jellyfish Ride a Jellyfish and let it steal energy from the Shark. The Zones Now it's your turn as the Shark to manipulate the board. Obstruct the plans of the Octopus, but raise the stakes for yourself in return. The Coconut Hide the Octopus under a coconut, and make it harder to attack! Or don't... and stick the coconut on a shell to confuse the Shark! Scheduled to ship in November 2024.
GGC WB0004.....\$16.00

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TALES OF THE VALIANT

SFG STEAMFORGED GAMES KOBOLD PRESS

TALES OF THE VALIANT: STARTER SET

SFL SFTOV-001 \$44.99 | Available Q1 2025!

Starter Sets are vital for the growth of the tabletop roleplaying hobby. It's a truism; every designer knows it, every producer, line manager, creative director... everyone involved in the tabletop industry knows exactly how essential an easy route into RPGs is. Because, as everyone in the industry also knows, getting into RPGs can be truly difficult — and, historically, we've not made it easy.

Don't get me wrong. This isn't deliberate. You'll rarely find a hobby community so overwhelmingly delighted at the idea of teaching new people how to join in. People love teaching their friends, family, and co-workers how to build a character, and get started. But that's the nub of the issue. Roleplaying is best taught by an experienced player. RPGs tend to be a social and experiential hobby, and that means they are best learned in a social and experiential atmosphere. Or, perhaps I should be clearer, they are best first encountered in such an atmosphere.

How many roleplayers were introduced by an older sibling, a parent, a friend, or a teacher? It's the ideal way to learn, because, opening up a core rulebook with no idea what you're doing beyond 'I've heard this is a cool hobby' is a pretty sure way to find yourself utterly baffled.

Starter Sets aim to be the way past this bafflement, giving a new player the tools to teach their friends, bringing a whole group into the hobby in one, handily packaged, swoop. Too often though Starter Sets assume a familiarity with parts of running and playing RPGs which leave newbies totally confused or scared or even embarrassed.

For instance, one of the big areas of concern and uncertainty I've seen new players talking, or GM'd for them is: how do you talk at the table? Should you talk as your character — that is, in the first person? Or about your character — in the third person? It's such a central

aspect of RPGs, but so little explained in Starter Sets, or Core Books. And it should be. Starter Sets have been, up until now, pretty good at explaining rules to new players. But less so at communicating the experience, and the hobby, to them.

So that's what Steamforged Games is attempting to change in our collaboration with Kobold Press. We love Kobold Press as a company (and I love them as an individual gamer — *Courts of the Shadow Fey* is, in my humble opinion, one of the best fantasy campaigns ever written, check it out), and when we approached them about a possible collaboration we already knew we wanted to offer to produce a Starter Set with and for them.

Helping new gamers start roleplaying is a genuine passion for Steamforged Games. It's something we're always talking about, it's the presiding inspiration behind *Epic Encounters*, it's one of the reasons *Animal Adventures* exists — we want to make gaming more open, and easier to learn if you're not fortunate enough to be shown how it works, if you don't have an experienced Game Master to show you how to get started... this set teaches you how to become one.

That's the design ethos we've sought to inject into every component of the *Tales of the Valiant Starter Set*. The first book you'll read isn't a whole host of game rules or baffling terminology. It's a conversational introduction to what a game of *Tales of the Valiant* is going to be like. It's intentionally about how you spend time at the table, how you interact with the GM and other players, and about what to expect from an RPG. It's intended to be a reassuring guide through all the natural anxieties potentially preventing people from picking up their first d20.

Now, once we've helped players understand what it is an RPG is, and how they're going to play it, then we can get into more traditional Starter Set fare. One of the best elements of the first RPG product I ever bought — the orange-boxed 3rd edition D&D starter set — was how its adventures were structured. It started with an incredibly basic





situation — your characters go into a room and fight a goblin — and grew increasingly complex, adding in new rules step-by-step. This is something we've emulated, working with the very talented Oliver Darkshire (novelist, and game designer) to produce five adventures. These start with a solo adventure, designed for novice GMs to get a hang of the rules and the rhythms of gameplay (and we should doff our caps to Chaosium who were, to my knowledge, the first company to include a solo adventure in their superlative Starter Sets) before trying to teach it to others.

The rest of the adventures take the gorgeous four character miniatures provided in the box through a series of classic fantasy roleplaying situations. There are wizards to rescue, trolls to talk round, and wraiths to consign to the grave... but with each new quest, more rules are added, incrementally, to ensure neither a novice GM or a new player is overwhelmed by the complexity of the rules or the variety of choices.

This deliberate focus on the gradual introduction of options and complexity is also reflected in the way characters are built. We're taking the iconic characters from *Tales of the Valiant* and breaking them down, showing players how levelling up works, and enabling them to understand how to build a character.

Of course, there's also a rules reference book — so players can always check anything they need to, and when they're ready for the detail, it's waiting for them. And *Tales of the Valiant* is such a strong system that there always is more to discover, and more to understand. When players are finished with the *Tales of the Valiant Starter Set* they should be ready to pick up the full books Kobold Press have already had to reprint and get stuck in.

The fundamental aim of any Starter Set is to teach players the rules of a game. We're hoping, by combining the experience and expertise of Steamforged Games and Kobold Press we can leave a player eager to do more — to understand the game more deeply, to build and explore worlds, and to create dozens of characters to explore them. That's the experience we want players to have. To close the lid on the *Tales of the Valiant Starter Set* and to be eager to plunge both into *Tales of the Valiant* and into the RPG hobby as a whole.

...

Merry boopmas!

BOOP THE HALLS

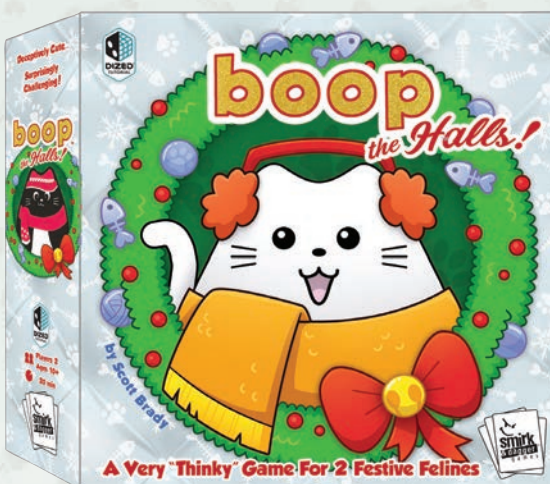
SND 1022..... \$22.99 | Available Now!

It was just 2 years ago when our deceptively cute, surprisingly challenging game, "boop." took the industry by storm. Since then, tens of thousands have adopted this adorable collection of cats and kittens and the Halloween-themed sequel that followed. Fans immediately started asking about what was next — and would there be a Holiday edition? My answer, at the time had been, "no," we weren't planning to do a whole series of Holiday versions of the game. That is until designer Scott Brady started talking about his jingle bell vision of cat's leaping onto a Christmas tree.

Cats jumping into a Christmas tree... well, that was just a game that needed to get made! So, this year we held off making spooky "BOOooop" in favor of *Boop the Halls* — and it was a design imperative to make some very significant changes to game play.

Make no mistake, *Boop the Halls* is a whole new challenge and has leveled up the game making it more strategic than ever! The biggest change is an all-new way to win and lose the game. You can win "Naughty" by knocking three of your opponent's ornaments out of the tree. Or you can win "Nice" by lining up three of your Cats in a row, as usual. This one change has drastically impacted play, as you are now thinking about how to defend your ornament at the same time as you are trying to boop your Kittens into lines of three.

You'll only have one ornament to defend at a time and you can always boop your own ornament off yourself to protect it from being captured — but the Golden Rule of the game is that if you start a turn without one of your ornaments



Plus, we changed the size and shape of the board, making it roughly round. This means the angles for booping off the edge have changed and will need to be planned for. Funny enough, the added dimension of the multi-tiered game board should not matter at all. *But your brain doesn't know that.* As a result, you will occasionally miss seeing a line of three develop across one or more tiers or across gaps on the edges of the tree. Sneaky!

With all these new wrinkles to game play, you will find a whole new challenge to *Boop the Halls*. And of course, the new cats and kittens are festive and cute as ever! So, if someone on your gift list loved the original boop, this is a brand new treat for the season.

HUGGABLES!

And the fun of Boopmas continues, with our adorable, smooshable, boopable plush. Cute, cuddly and ready to adopt, this floofy plushie measures 10" high and features deluxe, high-quality stitching on all the color seams. It's the OG boop calico with shiny button eyes, soft fur, a stitched tail and a big ol' "boop" on his bottom. Made with love in partnership with Rollacrit (the same minds behind ThinkGeek), who know how to make plush right! Get one for yourself and another as a gift for someone you love.

And above all, have a very merry Boopmas!

...

Curt Covert is the owner/founder of Smirk & Dagger Games. Since 2003, Smirk & Dagger has been creating breakthrough games that dazzle at the table and deliver memorable, immersive experiences.



WARNING: You now have ten minutes before self-destruct...



3 to 10 Players, 10-15 Minutes

A hilariously deadly party game about being hunted by an alien lifeform aboard a cramped cargo vessel in deep space.

The object is simple: Survive at *any cost* – & remove the alien threat before it kills you all.

Play 2 cards:

Where you are...



and what you do.

Then see where the alien appears & who's dead.

Featuring NEOPRENE HUD display



Contents:

24 Crew cards, 10 Status cards, 8 Location cards,
• Neoprene Play Mat •

SND 1016
\$14.99

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MAPS OF MISTERRA

ONLY BELIEVE WHAT YOU ~~SEE~~ MAP

MAPS OF MISTERRA

SDO 015..... \$34.99 | Available Now!



BEFORE SETTING OUT

The project was born out of a simple desire from the three designers to create a game together. It turns out that all three of us share a fancy for maps. Such a fascinating object, isn't it? Maps are magnificent. They place an entire world in your field of view. They promise extraordinary voyages. It's decided: The game will be about cartography.

SCOUTING THE LAND

Although cartography is already well represented in boardgames, the map often provides only support for exploration, with a common board being gradually constructed. The result is an exploration game. Not what we aimed for...



To portray mapping, we need two spaces: on a central board, a territory, the real one, and its depiction, the map, on a personnel parchment board.



THE TRUTH IS OUT THERE

In practice, on your own map, you do whatever you want. The players place sketch cards depicting terrain spaces however they wish on their Parchment board, without necessarily having to respect reality. Not all cartographers are competent, and few are honest. You can even superimpose these sketch cards atop each other to revise a previous decision. Seriously, who can say that they never confused a lagoon with a jungle?

On the central board, you will have to interact and contend with others. In *Maps of Misterra*, the terrain of the isle is not predefined. The players' actions reveal its geography as the game progresses. When a location has been mapped, we then adjust our common knowledge of the island, showing a "hazy" version of the newly mapped terrain on the central board. A second observation will be needed to confirm the terrain (or will it be disconfirmed?).

If one accepts that the central board represents the common knowledge we have of the island, this rule makes it possible to fairly faithfully illustrate the evolution of scientific knowledge, in which hypotheses are refuted or confirmed by successive observations. From there, the foundations of the game were laid.

THE MAP IS NOT THE TERRITORY

At the end of a game, everyone's personal maps will be very different, and not necessarily very representative of the Isle of Misterra as depicted in the middle of the table. This can be surprising. Yet this is a very studied and recognized dimension of cartography. The famous saying of the philosopher Alfred Korzybski sums it up: "The map is not the territory."

To diagram the geography of a place, a cartographer must make choices about simplification.

Another fascinating part of maps? Cartographical errors! Whether they arise from the insurmountable imprecision of such an exercise or are motivated by...political interests. Some are very famous, such as the island of California, the mountains of Kong in west Africa or the Lake Parime in Amazonia.

A map is also intended for a particular use: to help with navigation, to prepare for war, etc. So, a cartographer will make choices of representation best suited to this desired use. For the same space, there are myriad maps, all different.

Because in this game, the island has no pre-existing reality, we even further push the concept that cartographers express their own

opinion in their maps, and thus influence the public. Because we learn about the location via our map, we are at the mercy of what the cartographers tell us. Such power!

WHAT A RELIEF

We quickly decided to add relief to this basic concept. The cartographers move through a territory composed of different types of terrain. For this isle to have a soul, and not simply be a flat array of color swatches, the terrain must have some effects.

Mountain is the first relief that comes to mind.... followed by a revelation: "Atop a mountain, one can see further, so one can also map further." Steppes are flat and conducive to movement, a lagoon should let you fish a card and make the river flow. Jungle — [shudder] — jungle is so dense as to obscure your view and render mapping impossible. Moving into a jungle space causes you to lose the crucial mapping action, and thus generally forces you to choose another path. This strengthens interaction and forces sacrifices. It is also a way to give a veritable geography to a square of merely 5 spaces by 5 spaces.

POINTS OF INTEREST

"But how do I win?" you're probably asking by now.

To offer heartbreaking choices to the players, we came up with two conflicting sources of prestige points: On your personal Parchment board, you must create patterns according to the hypothesis cards you got at the beginning of the game, even if it means diverging from what you see in the land. Thematically, these are the geographical hypotheses your sponsors expect you to confirm.

On the other hand, you must also ensure that your map is not too far from the common understanding of the island's terrain: your reputation as a cartographer is at stake! So you also gain prestige points for the fidelity of your map to the known relief of the island at the end of the game.

It's up to you to pursue your personal objectives without straying too far from the reality of the terrain.

MINE!

After some trial and error, we added a new alternative action and a new source of points: Claims. Thematically, planting your expedition's flag atop a previously unsurveyed mountain is amazing! Practically, this also adds a dose of interaction.

Some people may also note the colonial dimension of grand scientific expeditions, and the strongly political aspect of territorial control implied by cartography.

YOU HAVE REACHED YOUR DESTINATION

Steppe by steppe, it took us a year to arrive at the quasi-final version of *Maps of Misterra*. The game won over the Sit Down! team, who would do a fantastic job of materially and graphically staging the game, and then getting it to your home.

Enjoy playing *Maps of Misterra*, and remember, only believe what you map!

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WIZKIDS RETURNS TO THE PLANES WITH

MAGIC

THE GATHERING

PLUSH CHARMS WIZKIDS

MAGIC THE GATHERING: 3" PLUSH CHARMS -
WAVE 1 DISPLAY BY KIDROBOT (12)

WZK 68370 PI | Available October 2024!



WizKids is making its triumphant return to *Magic: The Gathering*! In collaboration with Kidrobot, WizKids's sister company and premier creators of plush and figural collectibles, WizKids is excited to debut the first in their line of *Magic: The Gathering* 3-inch plush charms inspired by the companions that enhance the virtual tabletop in *Magic: The Gathering Arena*! This new product appeals to both collectors and avid MTG Arena players with exclusive digital tie-ins for the video game.

WizKids has seen great success in bringing *Dungeons & Dragons* creatures to life in the plush charm format and are excited to expand their offerings with the wealth of iconic characters and creatures from *Magic: The Gathering*'s many worlds.

WHO ARE THESE ADORABLE COMPANIONS?

Magic: The Gathering Arena brings to life a number of the popular Collectible Card Game's most iconic characters to stand by your side on the virtual battlefield. WizKids was inspired to let these cute digital companions jump out of MTG Arena and into the real world. These 3-inch-tall plush charms are a great way to show off your *Magic: The Gathering* fandom as a backpack decoration or desk companion. Just as *Magic: The Gathering* players have loyalty to certain deck colors, these *Magic: The Gathering* plush charms will allow players to demonstrate their affinity for some of their favorite characters, creatures, and sets from the game.

This first wave of plush charms contains a variety of characters from across popular *Magic: The Gathering* sets. The first of four creatures in this wave of plush charms is the Fisherman, a dark spirit with multiple fishing hooks dangling from its belt. This companion was introduced with *Innistrad: Midnight Hunt*. Next is a classic and beloved character from *Magic: The Gathering* lore: Fblthp. Even as a plush charm he looks a bit nervous — perhaps he is lost? Also included in this set is the Rainbow Koi, a companion that debuted with *Kamigawa: Neon Dynasty* and is inspired by the Skyswimmer Koi card art from the same set. Last, but not least, this set includes Mabel, the fiery mouse protagonist from the recently released *Bloomburrow* set.

MAGIC: THE GATHERING ARENA INTEGRATION

These four companions aren't just adorable, they come packed with exclusive loot, especially for the avid *Magic: The Gathering Arena* player. Each plush charm comes with a unique unlock code that will give a player access to an exclusive card sleeve featuring the selected companion as well as the ability to purchase the companion in the in-game marketplace at a discount!

EYE-CATCHING IMPULSE BUY

This first installment of *Magic: The Gathering* companion plush charms are sold in individual, non-randomized boxes. Each countertop display contains 3 of each of the 4 plush charms in this set; the individual units are packaged in window boxes, letting fans bring home their favorite companion as featured in *Magic: The Gathering Arena*. At \$11.99, these plush charms are hard to pass up!

The first wave of *Magic: The Gathering* companion plush charms by WizKids and Kidrobot are available for order now and are scheduled to release in October 2024.

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THE ELECTRIC STATE



Roleplaying Game

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FREELEAGUEPUBLISHING.COM

BECOME UNSTOPPABLE



UNSTOPPABLE

RGS 02732 \$60.00 | Available February 2025!

Prepare to experience *Unstoppable*; the newest game in the Renegade Solo Hero Series. Designed by John D. Clair, *Unstoppable* propels players to the far reaches of space and challenges them to take on the role of a cosmic hero.

Unstoppable is a card crafting game that can be played solo or as a two-player co-op. The card crafting mechanic was pioneered by John D. Clair in 2016 with his hit game, *Mystic Vale*. This mechanic is a revolutionary spin on the deck-building game format. In a classic deck-builder, you normally choose cards from a community pool and build your deck as you play. The card crafting mechanic allows you to combine multiple cards into a single sleeved card for gameplay. Card crafting makes it so when the card comes back in your hand it's a little bit better than the last time you saw it!

In *Unstoppable*, players buy advances or upgrades that will enhance their cards. The longer you play and the more upgrades you get the stronger your upgrades become. However, this comes at a cost, as the cards you craft will also be the enemies you have to defeat! This adds another level of strategy necessary to succeed in *Unstoppable*.

Unstoppable is described as a "roguelike momentum deck-builder". There is no game-to-game progression in *Unstoppable*, but the pacing captures the sense of progression with the enemies getting more and more powerful. As the player, you're attempting to keep ahead of the enemy's power curve and hold onto your life pool. This feature makes this game reminiscent of a "roguelike" game according to designer Clair. The "momentum" as an element in a game means, most generally, an undefined set of sequenceable primary actions, where each action either adds to your ability to do more actions or subtracts. *Unstoppable* falls under the category of a "momentum game" as card-draw is entirely player-driven. The standard draw-a-hand play-a-hand sequence of a deck builder is removed and in this game, the only way you draw cards is by doing actions allow you to. Losing "momentum" and failing to draw cards will lead players to a swift defeat.

The story of *Unstoppable* is one of galaxies far away, alien planets and their inhabitants, and powerful heroes with the fate of the universe on their shoulders. The star system known as the Doumu System is the setting for this game and contains three planets Virenos, Mithras, and Ceres II. While this universe parallels

ours, it is far more advanced. Humans spent generations exploring this system and living amongst its inhabitants, Virens. Virens are a mantis-like species with six appendages that tower over their human counterparts. However, a new danger threatens all three worlds, and it's your job (the player) to gather allies, train, and sharpen your skills to help save these worlds from a dark fate.

Interested in knowing more about the story of this galaxy? You're in luck! The game contains a storybook with over twenty pages of content. The fiction was written by Banana Chan, known for her work on titles such as *Forgery*, *Jiangshi: Blood in the Baquet Hall*, *The Revenant Society*, and *Betrayal at House on the Hill: 3rd Edition*. Get ready to dive into the out-of-this-world story of *Unstoppable*!

The core game, already being called the best deck-builder of the year by One Stop Co-Op Shop, contains hundreds of cards, three bosses, and more! *Unstoppable* is highly replayable due to the varied and unique set of core cards and the many possible combinations you can create. You are also able to scale up the difficulty so that even the best players are still challenged.



To begin the game, players choose one of four unique heroes to play as and a boss to battle. From there, you begin to draft and upgrade cards, using them to confront threats, level up, and maintain "momentum". As you play, the boss will become more and more dangerous, so it's important to pay attention and defeat them before they get too strong or your hero dies and you lose the game. Win the game by defeating the boss!

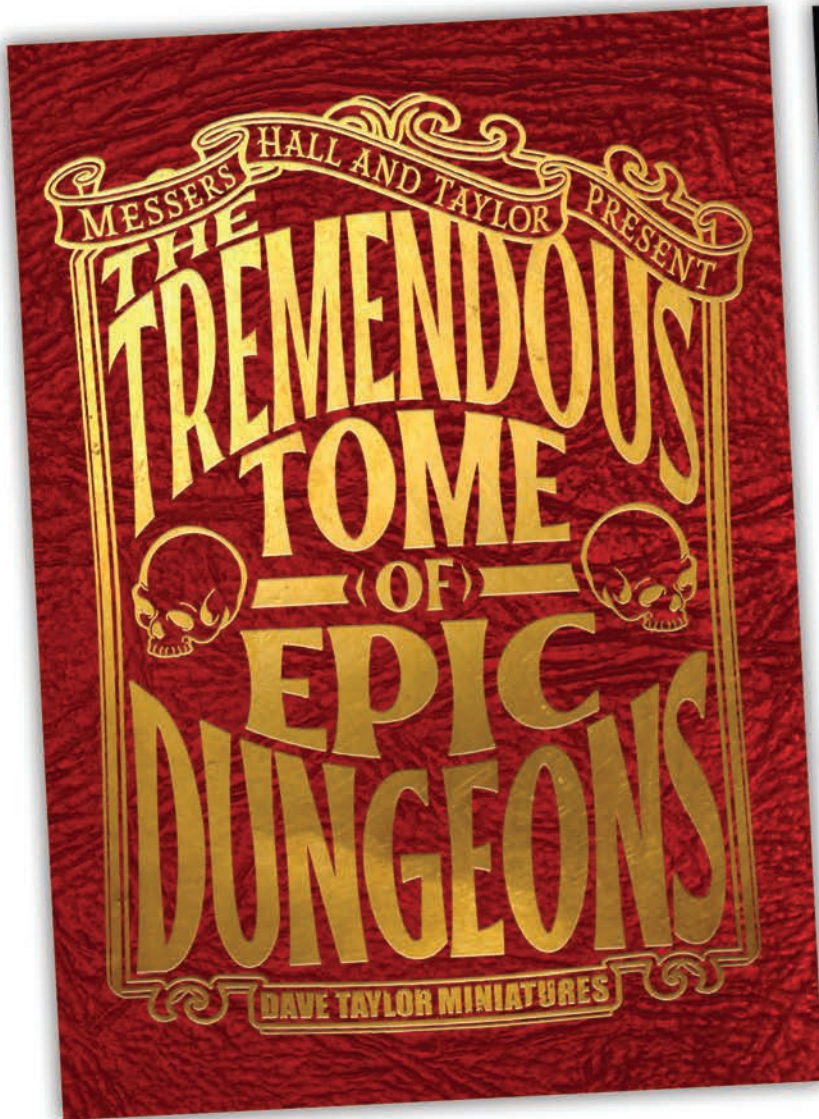
Unstoppable is currently scheduled to be released in February 2025. This game is for one to two players ages 14+ to enjoy in 30-90 minutes. Tell your favorite local game store to pre-order *Unstoppable* today!

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Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.





Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

**THE TREMENDOUS TOME OF
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PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

EPISODE #74: VIBRANT TEXTURES

Welcome to the latest “episode” of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his new YouTube channel — *Build Paint Play* — Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.

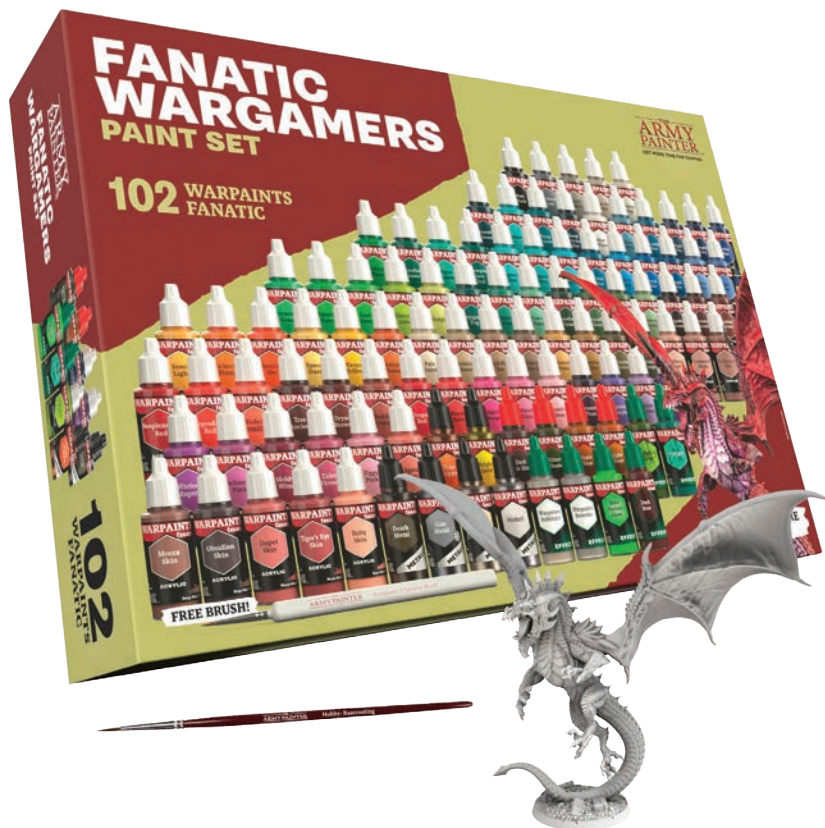


#WARGAMERGAMES

Back in August I was invited by The Army Painter team to join in on their **#WargamerGames** activity. The task was to paint up the wonderful new (multi-part, plastic) dragon miniature from the upcoming *Warpaints Fanatic Wargamer Set* — a box containing 102 paints from the *Warpaints Fanatic* range released earlier this year.

Obviously I was happy to join in. The crux of the challenge, of course, was to paint the model exclusively with The Army Painter Products. In the spirit of the column, I knew I also wanted to paint it up quickly. Thankfully the dragon is sculpted with a lot of texture, most importantly the crisp edges to the hundreds of scales and the prominent leathery wrinkles on the wing membranes. The Army Painter has a large range of spray primers, so I grabbed two bright colors to get started. Using the deeper purple as the overall base color meant that much of the hue contrast was easily created by spraying the lighter turquoise directly from above.

After that, I used The Army Painter’s drybrushes to catch the sharp edges and other details. The *Wargamer: Vehicle/Terrain* brush was great for the sharp edges on the purple at the front, whilst the *Masterclass: Mighty Drybrush* was perfect for the larger areas on the top/back of the wings. The rest of the detailing went smoothly, and the dragon took less than hour and is now ready to drop into a dungeon for an adventure in your favorite 50-year old roleplaying game!



The miniature used as an example on these pages is from the *Warpaints Fanatic Wargamer Set* from The Army Painter.



I started with a coat of The Army Painter Alien Purple spray primer over the entire dragon.



I then sprayed The Army Painter Hydra Turquoise spray primer from above, leaving the purple on the underside and shadows.



I then drybrushed the purple areas with a 1:1 mix of *The Army Painter Alien Purple* and *Wyvern Fury*.



I added The Army Painter Piggy Pink to the mix for another layer of drybrushing, then picked out fine line details with Piggy Pink.



The rear of the model received two layers of drybrushing with *The Army Painter Aquamarine* to pick out the texture.



Finally, I picked out the other details like the claws, teeth, tongue, and eyes with colors like *Matt Black*, *Desert Yellow*, *Wicked Pink*, and *Fiendish Yellow*, before highlighting them.

ALL THAT GLITTERS

One of the reasons I picked purple as the primer color for the model was that the base is covered in gold coins (as befits any dragon). Instead of acting as a shiny distraction, the gold enhances the purple and keeps the focus where it should be.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



NEXUS OPS (RGS 02712)

From Renegade Games Studios, reviewed by Eric Steiger

 12 & Up	 2 - 4 Players
 60 - 90 Minutes	 \$65.00

"Eric, why are you reviewing a game that released in 2005?" Because it's back, baby! *Nexus Ops* was originally an Avalon Hill publication, created as a streamlined, faster-playing alternative to the perennial mass-market hit *Axis & Allies*. At the time, there was a lot less overlap between hobby games and "the mainstream," and this game ended up slipping through the cracks as "too complex" for the mass market. Since then, it found a home with hobby gamers, first getting a new edition in 2012, and a completely new version released this year from Renegade Game Studios. The 2012 version received a mixed response, but early reviews from *Gen Con* (the game will be out by the time this review is published) are overwhelmingly positive from both veteran and new fans of the game, and this one is, too.

Nexus Ops is relatively straightforward, as far as both theme and gameplay are concerned. You are a team of mercenaries on an alien planet, attempting to corner the market on rubium, the magic mineral everyone wants for... reasons. You'll spend rubium to pay for more units, then send them all over the board to secure territory, claim rubium mines, and complete missions. Completing missions is how you score victory points — in a regular game, 12 is the goal (although you can also win by having the most VP when a player is fully eliminated, this is a pretty rare occurrence).

On your turn, you buy your units and deploy them to your base. You can then move each unit 1 hex (although some can move further). If you've moved to an unexplored hex, you'll flip its exploration token, giving you either a unit to add to your band, or a rubium mine to contribute to your resources (while you control the space), or possibly even both (you lucky duck). If any of your units are sharing a space with an opponent's units at the end of your movement, you fight. Combat is resolved in order by unit type, with each type needing to roll a particular value on a d6 to inflict a casualty (opponent's choice) on an enemy. If you wipe out all the enemy units on a space, you are considered to have won the battle and control the space. It's entirely possible for a battle to end with no winner, and



either player can retreat on their next movement. Winning a battle is often a trigger for completing one of your secret missions, but if you don't have an applicable one in hand, you can use the default "win a battle" public mission and still claim a VP. If you lose a battle, on the other hand, you gain an Energize card as a consolation prize, provided it isn't your turn (this keeps you from starting

hopeless fights just for the card). Energize cards provide a variety of different surprise bonuses when used. After combat, you gain rubium based on the value of mines you control, then draw cards: 1 secret mission (no matter what), plus 2 Energize cards if you currently control the Monolith in the center of the board. Good luck keeping it.

Nexus Ops has a lot in common with many bigger, longer "4x" and "dudes on a map" games that players may be familiar with — secret missions, consolation prizes for losing combat, resource benefits for controlling the center of the map, etc. A lot of those elements actually began here, but what sets this game apart from those is that experienced players can finish a game of *Nexus Ops* in well under an hour (although your first game will likely take you closer to 90 minutes). If you've wanted the feel of a larger, epic battle for supremacy, without the time commitment, this may be the game for you.

Regarding the components, Renegade quite simply knocked it out of the park. One of the chief complaints to the first edition was the flimsiness of the cardboard Monolith; this one is gorgeous molded plastic. Another criticism of the second edition was that they replaced the kitschy glow-in-the-dark minis with regular plastic. The new ones are not only significantly better quality, but again glow under a black light. The cards and board are beautiful, high-quality, with all-new art. Finally, many of the rules changes made for the 2nd edition have been undone, or have been moved to optional rules, so this is a "pure" version of the original *Nexus Ops* as it was originally designed.

In a lot of ways, *Nexus Ops* is a light dice-fest that can feel very random. However, there is a lot of strategy "under the hood," as players familiarize themselves with the secret missions and Energize cards, thereby becoming aware of what capabilities their opponents could have and what long-term plans are available to them. There is a reason this game has been a fan favorite for almost 20 years.

Eric is your friend, and friends wouldn't let you play bad games.



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STARFINDER RPG: 2ND EDITION PLAYTEST RULEBOOK (PZO 22000-SC)

From Paizo Publishing, reviewed by John and Dell Kaufeld

 13 & Up	 3 - 7 Players
 Varies	 \$47.49

Seven years after its successful launch, the Starfinder Roleplaying Game is headed for a second edition — and Paizo wants everyone to get a voice in its creation. To do that, they released the *Starfinder Second Edition (2e) Playtest Rulebook* during Gen Con 2024.

The softcover book gives players their first serious peek at what's ahead as the Starfinder system grows, changes, and reimagines itself in a new form that's much closer to the systems and terminology used in the *Pathfinder Second Edition Remaster* rules, all built on a foundation of the Open RPG Creative (ORC) license.

Grab your dice and let's begin exploring the top five things you need to know about the bold new universe of *Starfinder Second Edition*.

MEETING YOUR ANCESTRIES

Starfinder 2e replaces character races with the more nuanced and flexible *Pathfinder* concept of ancestries.

A character's ancestry defines their basic physical and inherited traits. It also gives insights to the broad value structure of their kind. The new approach also adds ancestry feats, which give players another tool to fine tune their vision for a character. (We'll talk more about feats in a moment.)

The playtest gives players 10 ancestries to experience. The majority are familiar to Starfinder players, such as vesk, ysoki, shirren, lashunta, android, and skittermander. Players also get to try large, merged barathu for the first time, along with two versatile heritages that work with any of the others: the undead borai and the Drift-focused prismeni.

These options make for cool combinations, like the prismeni pahtra envoy I'm running through a playtest game who also can cast electric arc at will and use it to either attack enemies or recharge batteries — a tremendously important skill since more characters than ever are taking multiple shots during a single combat round.

BACKGROUNDS MOVE FORWARD

Backgrounds replace character themes in the new *Starfinder*. The playtest offers 27 options ranging from the familiar to the unusual to "I'm pretty sure I saw that in a movie."

Each background gives players more building blocks to define their characters. They typically add two attribute boosts, one that directly links to the background and one general boost. They also provide some skill expertise and sometimes a new feat.



SIX CLASSES (FOR NOW)

The playtest book whittles *Starfinder's* 13 classes down to just six. This gives players plenty of variations while also keeping the playtest manageable and focused. Although all six of the classes are currently in *Starfinder*, don't assume you know how they work in the playtest.

Soldiers are now a constitution class (not strength or dexterity) that focuses on suppressing enemies through area fire effects. Operatives become killing machines with a host of weapon options but reduced skill portfolios. And the envoy's updated "Get 'Em!" ability gives them an active combat role instead of just standing in the back and shouting encouragement.

Looking ahead, Paizo says we'll see playtest versions of the technomancer and mechanic classes — and still more goodies — in early 2025.

A NEW APPROACH TO FEATS

Feats are now split into three classifications: class feats, skill feats, and general feats. Class feats, as the name suggests, come from your character's class choice. You find them in the matching class section of the playtest book.



Skill feats and general feats live in chapter 5 of the book. Skill feats connect to your character's mastery of specific skills, like diplomacy or piloting. General feats are less focused and may or may not have any prerequisites.

In a new twist, gaining feats isn't automatic. Instead, your character class determines when you get access to feats. Operatives, for example, start with a class feat at level 1. At level 2 and at every even-numbered level beyond that, they get both another class feat and a skill feat (but must choose from options that match their skill training). They get general feats starting at level 3 and every 3 levels after that.

PLAYING STARFINDER, REFERRING TO PATHFINDER

The *Starfinder 2e* book includes a lot of info, but to get the full playtest experience, you also need access to the *Pathfinder Second Edition Player Core* and *GM Core* books.

The playtest book focuses specifically on what's new and different with *Starfinder* itself but it's not a complete stand-alone rule book (although it will be when the finished version is available in 2025).

The *Pathfinder Core* books fill in that gap during the playtest. They provide rules for the overall gameplay framework, including the popular 3-action economy system which *Starfinder 2e* implements. For spell casting classes, the *Core* books also offer their library of spells to augment the *Starfinder*-specific ones in the playtest book.

VERDICT

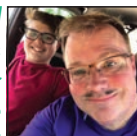
Our first several *Starfinder 2e* playtest games showed us a flexible and exciting new version of our favorite RPG. Neither of us played much *Pathfinder 2e* remaster, so we're learning those systems as fast as we can.

The best way to dive into the new *Starfinder* is by getting the playtest book and creating some characters. When you feel comfortable with that process, read through what the playtest rules say about their connection with the *Pathfinder 2e* remaster books, particularly the *Player Core*.

From there, start playing, then tell Paizo about your experiences through the *Starfinder Playtest* website (<https://paizo.com/starfinderplaytest>). Track the playtest scenarios you finish on your Playtest Tracking Sheet (downloadable from the website) to earn special achievements you can cash in with *Pathfinder Society*, *Starfinder Society* first edition, or the new *Starfinder Society* second edition, to be announced in 2025.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



THIS GAME IS KILLER: ALIEN ON BOARD (SND 1016)

From Smirk And Dagger, reviewed by Brian Herman

 10 & Up	 3 - 10 Players
 10 - 15 Minutes	 \$14.99

I have an ongoing algorithm in evaluating games, considering both the shelf footprint size, and the time taken to set up and explain to my friends and family. Not to mention the time to play the game itself as well as the almost unmeasurable quotient of “fun” that occurs. It’s all a very scientific process. Some games have an immense footprint size and setup, but they make up for it in the amount of “fun” or “joy” that occurs. Others are like quick bites, an appetizer for the rest of game night. I’m happy to say that today’s offering from Smirk and Dagger, *This Game is Killer*, has nearly broken my algorithm. The footprint is small, taking up barely any space on the game shelf, and I can describe how to play to even non-gamers in less than 5 minutes. Gameplay itself is maybe 10-15 minutes per session, and it has room for up to 10 players with no small amount of joy delivered in every sitting.

In *This Game is Killer*, you and your fellow players take on the roles of crew members on a cramped cargo vessel in deep space, with an alien lifeform aboard hunting you all. The objective is simple: survive at all costs. Whether this means outfoxing your shipmates, or blowing the alien out of the airlock, you do what you must.

To start, unroll the playmat representing the ship, *The NSS Ganymede*, in the center of the play area. Sort through the eight location cards and pull out the Bridge and Med Lab if you are playing with less than six players and use them to cover those locations, sorting the rest in a line beneath the mat. If you take out those locations, also remove cards mentioning those locations from the “Crew” cards and shuffle them into a face down pile within reach of all players. Finally, give each player a “Status” card, blue side up to show they are still alive.



Gameplay for *This Game is Killer* consists of several rounds until all players have died or the Alien has been defeated. In each round, every surviving crew member is given two “Crew” cards which have two uses. One half has a location on the ship, and one contains an action that player will perform that round. In player order, each player plays one of their cards dictating their location for the turn or their action, with the last player to play a card getting to play both



items. After which the rest of the players will play their second card in reverse order. After all cards have been revealed, a random location card is flipped up, this is the location of the alien this round. All players then resolve all actions from their plays, and then the alien’s location (if it is still alive) is compared to any crew members. If there’s a match, those crew members are out of the game, flipping their status card over.

Play proceeds in this manner with a new round until either all crew members are dead, or the alien is, with revealed locations staying faceup as being previously hunted, the alien not returning to a room it has already visited. In very rare cases, only one crew member will be left alive, which means only one round can remain to attempt to defeat the alien. This scenario can trigger certain action cards with “LAST ON BOARD” written on them, which when played as an action immediately grant victory to the sole survivor at the table.

The beauty of *This Game is Killer* is its simplicity. Play two cards and try to stay alive. However, there’s an undefinable element that occurs during this game: Fun. After several full games of *This Game is Killer*, my game table was alive and alight with laughter, all players in full attendance with smiles, whether they had been knocked out in the first round or were the sole survivor of the *NSS Ganymede*. Even players who have been killed pump their fists in the air exclaiming “We did it!” when the alien dies or “Let’s try again!” if the entire crew is slaughtered. Perhaps I should add another factor to my algorithm: How soon you want to play again after a session. In this case, you always will.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the *Sorting Hat* would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG’s *Smash-Up*, *WizKid’s HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.





Loke Battle Mats



**You're as useful
as nipples on an
owlbear.**

I'd challenge you to
a battle of wits, but
it seems you came
unarmed.

MINDBUG: BEYOND ETERNITY & MINDBUG: BEYOND EVOLUTION (GHO MB03 & GHO MB04)

From Ghost Galaxy, reviewed by Whitney Grace

 8 & Up	 2 Players
 15 - 25 Minutes	 \$22.99

When I first played *Mindbug*, I compared it to *Pokemon* without the overarching mythos (aka lore as the kids call it these days), rendering it an engrossing and straightforward creature drive game. I was happy to hear Ghost Galaxy released two expansions, *Beyond Evolution* and *Beyond Eternity*. Each expansion is a stand-alone addition to *Mindbug*.

The game's story remains the same as in *Mindbug*; a one-eyed, pink brain with tentacles, housed in a vacuum tube space helmet intends to become Earth's overlord. (Is Mindbug evil, good, or neutral? The choice is yours.). Mindbug attaches itself to hosts (aka players) and commands them to fight in a powerful, hive mind army. The premise of summoning bizarre creatures to battle is explored further in each expansion for even more exciting mayhem.

Each expansion includes 48 creature cards, four Mindbug cards, two life trackers, and two player aid cards. *Beyond Evolution* has additional four double-sided evolution cards.



Beyond Evolution and *Beyond Eternity* both interact with *Mindbug*'s straightforward setup with minor changes. Each player places two Mindbug cards face up in their play area, followed by each being dealt ten creature cards face down. Next, players draw five cards from their personal draw pile as their starting hand and each set their life trackers to three. In *Beyond Evolution*, the four evolution cards are set aside for later use.

During their turn, a player can either play a card or attack with a creature. If a player decides to play a card, their opponent can

decide whether or not to have *Mindbug* take over the creature. If the player decides to attack, the opponent can go on the offensive. Players use their creature armies to reduce their opponent's life to zero.



The biggest enhancement each expansion brings to *Mindbug* are the cards. In *Beyond Evolution*, the creatures can evolve to even stronger versions. However, only four creatures can evolve in the expansion. This evolution is an effect which activates when an associated creature is played. There are three evolutionary stages, and there is an additional bonus — when the creature is defeated in its final form, it then returns to its first incarnation to fight another battle!

Beyond Eternity adds an action to creature cards called a Boost. Depending on the creature, a player can remove cards from the discard pile to augment their creature. The cards given to the creature enhance its power for battle.

Both *Beyond Eternity* and *Beyond Evolution* are great additions to your *Mindbug* games, and I could even see the potential for a Mindbug "big box" perhaps somewhere in the future. While the expansions are standalone, I expect with a little finagling players could use the evolution and boost cards at once. It would really make game play exciting and take Mindbug for a spin. Maybe future expansion packs will add more Mindbug cards, different versions of *Mindbug*, or maybe even have the overlord evolve?

The best part of both *Mindbug Beyond Eternity* and *Beyond Evolution*, as in the original, are the creatures. The development team really got creative with each of these offerings to deliver some quality, brand-new monsters. There's a Sawn — a combination of a swan and saws, Dragon Inn — a living dragon shaped like a hotel, Infernostrich — it is exactly what you think, Turtle Toaster, Utility Bug — a Swiss army knife bug, Blessed Tiger Squirrel, Duckdra — a hydra and duck combination, and a Sea-Rex. The original *Mindbug* leaned heavily into mythology, but these expansions are pun-tastic! I'm really looking forward to seeing what the next *Mindbug* creations from Ghost Galaxy will look like in the future!

...

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.





SHADOWRUN

SHADOWRUN: SIXTH WORLD
BEGINNER BOX

SHADOWRUN: SIXTH WORLD
CORE RULEBOOK:
CITY EDITION: BERLIN



SHADOWRUN: FIRST
EDITION CORE RULEBOOK



SHADOWRUN: EDGEZONE
MAGIC & MAYHEM

35 YEARS OF SHADOWRUN

ESCAPE FROM NEW YORK (PGS 930)

From Pendragon Game Studio, reviewed by Thomas Riccardi



14 & Up



60 Minutes



1 - 4 Players



\$24.99

The year is 1997 and the United States has become so crime-ridden that they have turned the island of Manhattan into a maximum-security prison. The army is camped along the shores of this once great city to prevent anyone from getting in or getting out. Many people have tried to plan a way off the island but none of them ever succeed. Now you are being sent into this living hell to retrieve the president but will you succeed where so many others have failed. Will you be able to *Escape from New York* in this new game offered by Pendragon Games!

Opening the box, you are presented with everything that you need to start playing including a rulebook (that can also be obtained online from their website), a massive game board showing the entirety of the New York City prison, twelve cardboard standees which are four hero figures and three boss figures, one taxi and four cars. Each hero also has a game board along with one for New York and there are tokens and cards for items, tracking hit points and other features of gameplay.

This game follows the plot of the movie as you are sent into a desolate New York to retrieve the President, the tape that he carries, and make it across the bridge to freedom without getting blown up by landmines. Players can take on the roles of Cabbie, Brain, Maggie and, of course, the iconic Snake Plisskin, as they search the city for items to satisfy their own personal objectives and secure a way off the island. However, New York City is also alive in its own way and has its own agenda which, if it reaches a certain point, then everyone loses.



The game is split up into two main phases and that is the Hero phase and the New York phase. During the hero phase the players are searching for not only the items they need to win the game, but scrounging for things that will help them as well. However, these both come with the price as drawing action cards increases the timer by one step and the more actions performed increases the noise that you generate. Also, while exploring you can encounter barricades, and this means that neither enemies or heroes can move or shoot through that space. If a car is found, they can use it to move further than if on foot and also deal damage and take damage by the gangs and

bosses that are roaming throughout the city. If all the conditions are met the player can level up their character and they can also activate any special properties in a nearby building if it is present (such as searching for ammo in a gun store).

Once the players have resolved all of their actions the city of New York has its own phase and that includes discarding the top card and moving any gang members towards the players. While gang members are easy to defeat individually, if they are encountered in numbers they can provide a challenge for the heroes.

One of the best parts of this game is that it can be played with one to four players so this is a game that you can enjoy solo, racing against the clock to complete the objectives and get off the island just like in the movie.

There are also a few expansions for this game: the first one, *Heroes*, provides you with four detailed miniatures of Snake Plisskin, Cabbie, Brain, and Maggie along with forty prisoner minis as well. These miniatures are suitable to use right out of the box or can be

painted to your liking. Then there is the U.S. Police Forces expansion which not only gives you a Bob Hawk and 12 cop miniatures but also introduces a new variant on the game. This variant, called the *Cop Negotiation*, has you doing missions for Hawk so you can earn the Presidential pardon, but if you choose to go at it alone you must find the explosive extractor in order to remove the bomb that was implanted inside of you.

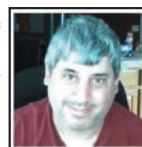


The final expansion is the *Bands of New York* which introduces the possibility of a fifth player to the game controlling of the gangs of New York! This comes with three detailed miniatures of The Duke, Slag, and Romero as you attempt to thwart the other players from accomplishing their objectives.

If you are a big fan of the movie you need to check out *Escape from New York* as it has fast-paced and easy gameplay and allows you to play cooperatively or stab your friends in the back. For more information on this and other games head over to <https://pendragongamestudio.com/> and get ready to *Escape from New York*.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.



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Greetings GTM Fans!

For our October issue, *Game Trade Magazine* is teaming up with Mantic Games for the ultimate tabletop tactical giveaway!

One lucky winner will a copy of the *Halo: Flashpoint - Spartan Edition*, courtesy of our friends at Mantic Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media and more for entries! This contest opens on September 24th and will close on October 21st, so don't delay!

Already a fan of ours on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

ENTER TO WIN!!!
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mantic

CONSIDER YOURSELF LEGALLY DISCLAIMED:

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine*, *Game Trade Media*, and AGD are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* and/or *Game Trade Media* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine*, *Game Trade Media*, Alliance Game Distributors, and Diamond Comics Distributors employees are ineligible to win. An adventure is only an inconvenience rightly considered. "We head for the portal, and we all go home."

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STARTER DECK BLEACH: Thousand-Year Blood War [UE01ST]



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Content	Ready-to-play 50-card deck 1 Action Point Card 3 Playsheet 1

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MSPR	4.99USD
Content	12 cards per pack
Configuration	1 Booster Pack = 12 cards 1 Display Box = 16 packs

HUNTER × HUNTER

STARTER DECK HUNTER × HUNTER [UE02ST]



Release Date	September 27, 2024
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Content	Ready-to-play 50-card deck 1 Action Point Card 3 Playsheet 1

BOOSTER PACK HUNTER × HUNTER [UE02BT]



Release Date	October 4, 2024 Pre-release date: September 27, 2024
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Game Master's Guide to Epic Encounters

Find Epic Encounters in your friendly local gaming store now! Are you looking to take your roleplaying campaigns to the next level with minimum effort? Look no further! Our quick guide will show you how Epic Encounters can easily turn any fantasy RPG session up to 11!

What Are Epic Encounters?

Epic Encounters are ready-to-play RPG encounters that come complete with everything needed to bring your adventures to life. They were designed so you can pick up the box from your local game store and be able to plug and play, without great preparation. Perfect for any campaign, these sets can be seamlessly integrated into existing storylines, used to launch new campaigns, played as thrilling one-shots, or even combined for extended adventures. Whether you want to pit your party against an unforgettable boss fight, or you want to create a smaller episode within your campaign, Epic Encounters have been designed to offer seamless integration and versatility.

With everything you need to create a unique roleplay experience, no matter the box that you choose, you have everything you need to play right out of the box! As a Game Master you will need to spend less time prepping, as you won't need to find encounters, balance them, gather the resources that you need like maps and minis. Depending on the experience you want to offer to your players, you can pick one of the two Epic Encounters types of boxes, the warband boxes or the boss boxes. You can choose whichever you feel fits your campaign or combine more than one together, as some sets are designed to interlink, creating a cohesive narrative. For example, the Shrine of the Kobold Queen and Lair of the Red Dragon sets are made to work together, offering a continuous storyline that will captivate your players from start to finish.

What's in the box?

At Steamforged Games we have tried to provide all the essentials for a memorable session in one box! Whether you choose a warband or a boss box, it will come with its highly detailed pre-assembled model(s), a double sided playmat that featured full color terrain artwork to immerse your players in the scene, tokens that are handy for tracking and an adventure book packed with plot hooks, rumors, location details, stat blocks, new creatures, and helpful GM tips to keep your players on the edge of their seats. The included adventure book is a game-changer, providing all GM's with tools to elevate your storytelling, enhance tension, and create unforgettable moments.

Let's look a bit closer at an example of the warband and boss boxes!



EPIC ENCOUNTERS

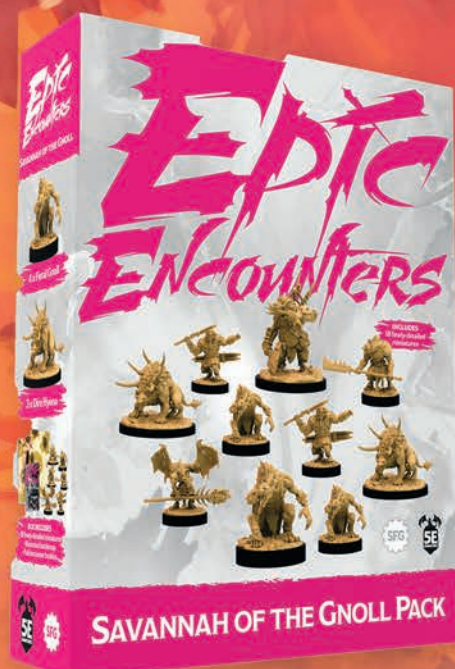
COMPATIBLE WITH THE FIFTH EDITION OF THE
WORLD'S BEST-KNOWN ROLEPLAYING GAME!

Made for new and experienced players, every Epic Encounters set features an all-in-one boxed encounter that's ready to play as part of a new or existing roleplaying campaign.



BOSS BOX

Want a **BIG** challenge? Then grab a boss box! These sets contain standalone set-piece encounters that can be used in any campaign, or as a climatic finale to a warband box



WARBAND BOX

Each warband box contains a plot-driven adventure with a rich fantasy setting. There, you'll face an epic encounter with a unique boss and their minions!



Epic Bosses

Epic Encounters are designed to make life easier for Game Masters and ensure an amazing time for players. These all-in-one boxed sets come in two exciting types: **boss boxes** and **warband boxes**.

Boss boxes give GMs everything they need for a thrilling showdown with a single massive boss, while warband boxes throw your party into the fray against an entire group of foes.

Let's dive into what makes boss boxes the perfect finale for your next roleplaying adventure!

What are Epic Encounters Boss Boxes?

After countless battles and clever negotiations, it's time for the ultimate challenge: a boss battle.

Imagine facing off against a towering ogre, a fire-breathing dragon, or something even more terrifying. Boss battles are a key part of RPG campaigns, providing the ultimate test of skill, strategy, and teamwork. These encounters are designed to be the crowning glory of any campaign, with bosses boasting high stats, huge health pools, and a variety of powerful abilities.



Why Choose Epic Encounters Boss Boxes?

Epic Encounters boss boxes ensure that your boss battles are nothing short of cinematic, smooth, and incredibly fun. Each box is packed with everything you need to create an epic encounter:

- ✓ **Massive Miniatures:** Each box includes a stunning, highly detailed boss mini on a large base that stands out on any table, ready to command attention! These minis are either pre-assembled or easy to assemble by hand, making setup a breeze. These impressive sculpts are not only perfect for roleplayers and painters, but will also appeal to fantasy miniature collectors.
- ✓ **Adventure Book:** This book is a GM's best friend, filled with fascinating lore, engaging story hooks and comprehensive monster stats. It's also packed with tips to build tension and keep your players engaged and on the edge of their seats, ensuring a memorable encounter.
- ✓ **Double-sided Battle Map:** An illustrated battle map helps GMs and players visualize the battlefield, plan their strategies, and keep track of the action. Strategizing and immersion was never so easy!
- ✓ **Tokens:** Handy tokens help manage various elements of the game, from tracking the boss's health to marking environmental hazards, ensuring a smooth and cinematic experience.



roduction

Welcome to Epic Encounters, designed to help you take your fantasy roleplaying games to the next level. Each Epic Encounter can be played on its own or combined with others to form an even more extraordinary escapade!

In this booklet you'll find guidance on running an encounter, tips on making sure every turn builds danger and excitement, and, and everything you need to ensure that you'll keep your players on their toes—if they have any left after this battle, of course!

Before you play, use this handy checklist to ensure you've got everything prepared and are ready to go.

- ✓ You've read this book! Use it for inspiration as well as guidance. Choose just the bits you like or use it all—the choice is up to you.
- ✓ The battle map is laid out, ready for use, and you've familiarised yourself with its different areas and the variety of things that can happen over the course of the encounter.
- ✓ Your players all have their dice and character sheets, and know that something big is coming.
- ✓ You're ready to have fun! Above everything else, remember that this is a game. If you forget certain rules as the Gamemaster (GM), don't worry. As long as you and your players are laughing and enjoying yourselves, you're doing it right.

Before Starting

Epic Encounters are divided into three tiers of play to help facilitate as many different player groups as possible. The Damage Level and the Difficulty Class (DC) of each check specified during the encounter is broken into three levels, shown in the table below. Whenever the text calls for a 'standard DC check' or specifies that a creature suffers 'standard damage', refer to the appropriate box below. For example, if you're playing at the lower level, and you take standard damage, you take d4 points of damage.

Tier of Play	Difficulty Check	Damage Level
Lower (levels 1-4)	12	d4
Middle (levels 5-10)	14	d8
Higher (levels 10+)	18	d10

Each monster will have scaling for the tiers of play listed later in the Stats section of the book and other relevant scaling information can be found in the text.

At the Dawn of Battle

So what is the main difference between boss boxes and warband boxes? Warband boxes bring an entire battalion of monsters to your game, while boss boxes focus on an epic showdown with a single, formidable boss.

Now that we've discussed boss boxes, here's everything you need to know about warband boxes and why they're a fantastic addition to your next campaign!

What are Epic Encounters Warband Boxes?

In any tabletop roleplaying campaign, you'll face various monsters and challenges. From skirmishes with stray creatures to full-scale battles against hardened foes, Epic Encounters warband boxes make these moments unforgettable.

Each warband box is centered around a specific enemy type—ghouls, goblins, crab folk, and more!—and includes everything you need to integrate these foes into your campaign seamlessly. Whether you're a seasoned GM or new to the role, these sets offer a wealth of content that will keep your players on the edge of their seats and coming back for more.

What's Inside Epic Encounters Warband Boxes?

Minis: Each warband box comes with up to 20 highly detailed miniatures, featuring up to 8 unique sculpts. These minis range from grunt-type cannon fodder to more formidable adversaries, and there's always some awesome cavalry! Best of all, these minis are ready to use right out of the box, though you can also paint and display them if you like. At *Steamforged Games*, we pride ourselves on our incredible miniatures, and Epic Encounters is no exception.

Adventure Book: The adventure book is an essential tool for GMs, packed with everything you need to create epic encounters:

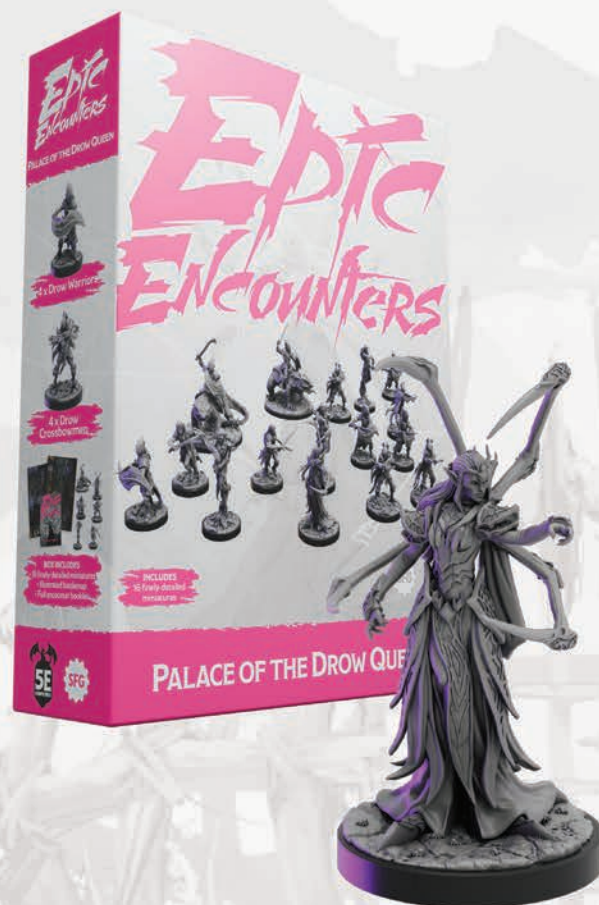
- ✓ Rich lore and background
- ✓ Engaging story hooks and plot ideas
- ✓ Detailed monster stats
- ✓ Tips for building excitement and tension

Double-sided Battle Map: An illustrated battle map helps you and your players visualize the battlefield, plan strategies, and bring the encounter to life.

Why Choose Epic Encounters Boss and Warband Boxes?

If you are not already convinced, here's a few more reasons why you should choose the Epic Encounters Boss and Warband boxes:

- ✓ With several over the top minis and all the additional goodies, Epic Encounters boss and warband boxes offer incredible value. At \$59.99 or less, you'll be hard-pressed to find a better deal in the RPG market.
- ✓ They're ready to go straight from the box! No lengthy setup is required—these encounters are ready to play as soon as you open the box.
- ✓ Everything is GM-friendly! The adventure book is filled with helpful information and advice on structuring encounters, making life easier for GMs and ensuring a fun, cinematic experience for everyone.
- ✓ And last but not least, this is guaranteed **Fun for Everyone!** Epic Encounters are designed to provide a fantastic gaming experience for both GMs and players, ensuring everyone has a great time. After all, that's why we play RPGs, right?



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5e-compatible roleplaying encounters

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Start playing in minutes!

Great for time-poor GM's and beginners

DETAILED MINIATURES

Best RPG miniatures on the market



* Miniatures supplied unpainted

Epic Encounters



Boss Boxes

These encounters are designed for epic, cinematic battles, perfect for easily adding a dramatic climax in your campaign. If you are looking to pair a boss box with the **Palace of the Drow Queen**, look no further than the **Lair of the Drider**.

Concealed between worlds, the twisted and evil Drider hides in the shadows, preying upon the unwary. Knowing a deadly monster with an insatiable appetite for adventurers lurks nearby, do you have the nerve to enter its lair? Bursting to be unleashed, this 5e-compatible Epic Encounters boss box contains all the tools a Game Master needs to wreak havoc in your next fantasy roleplaying campaign. This box includes a 100mm Drider miniature, 1 double sided illustrated battle map, 1 adventure book and all the tokens you need to play.

Warband Boxes

These sets feature plot-driven adventures with both minions and a boss enemy, offering a rich, engaging experience. Each warband box includes multiple unique sculpts to keep encounters fresh and exciting.

The latest installment is the **Palace of the Drow Queen**: Wreaking devastation wherever they tread, the Drow are driven by a seething hatred for the surface world and will stop at nothing to fulfill their queen's desires.

Inside this 5e-compatible warband box is everything a Game Master needs to exact the fury of the Drow on their players, including 16 finely detailed miniatures, 1 double-sided illustrated battle map, 1 adventure book and all the tokens, making it a great tool for every GM. It's easy to use, and deliberately built to be accessible for new and inexperienced GMs —no matter how long you've been playing, you can create something truly epic at your table.



2x Lizard Cavalry

1x Drow Queen

4x Drow Crossbowman

4x Drow Warrior

2x Drow Whirlwind



3x Oneiromancer



1 Double-sided illustrated battle map



1 Adventure book

